

THE RELATIONSHIP BETWEEN QUALITY FACTORS, SATISFACTION, ACTUAL USE AND BENEFITS OF VIRTUAL PROGRAMS FOR UAE YOUTH



DOCTOR OF PHILOSOPHY



Institute of Technology Management and Entrepreneurship

THE RELATIONSHIP BETWEEN QUALITY FACTORS, SATISFACTION, ACTUAL USE AND BENEFITS OF VIRTUAL PROGRAMS FOR UAE YOUTH

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

KHULOOD ABDULBASET ALHAMMADI

Doctor of Philosophy

THE RELATIONSHIP BETWEEN QUALITY FACTORS, SATISFACTION, ACTUAL USE AND BENEFITS OF VIRTUAL PROGRAMS FOR UAE YOUTH

KHULOOD ABDULBASET ALHAMMADI



DECLARATION

I declare that this thesis entitled "The Relationship between Quality Factors, Satisfaction, Actual Use and Benefits of Virtual Youth Programs for UAE Youth" is the result of my own research except as cited in the references. The thesis has not been accepted for any degree and is not concurrently submitted in candidature of any other degree.

Signature

Name

: Khulood Alhammadi

Date

15 Feb 2023

APPROVAL

I hereby declare that I have checked this thesis and in my opinion, this thesis is adequate in terms of scope and quality for the award of Doctor of Philosophy.

Signature : PF

PROF. MADYA DR. SAFIAH BT SIDEK

institut Pengurusan Teknikal Malaysia Melaka

Supervisor Name : ASSOCIATE PROFESSOR DR. SAFIAH BINTI SIDEK

Date : 20 Feb 2023

DEDICATION

I dedicate this thesis to my family and to the inspiring Naser Al Zaabi for encouraging me to complete my higher education.



ABSTRACT

Recognizing the importance of positive development among youth for the future economic growth and wellbeing of a nation, governments all over the world have made efforts to provide a variety of youth programs so that the youth can contribute positively and become the assets of the country. Although here have been extensive studies on the quality of youth development programs, the majority of these studies have focused on evaluating the effectiveness of developing youth's positive growth. A study that investigates factors for the sustainability of the program is still lacking. Further, these studies focus on evaluating the youth programs in the developed rather than the developing countries. In addition, the newly transition on the mode of delivery from face-to-face to virtual youth programs has resulting in the need to examine the quality of the virtual youth programs. Although virtual learning (e-learning) has been extensively studied in the domain of formal education, studies of the quality of virtual learning adopted in the youth development programs organized by the government are still very limited. Therefore, the purpose of this study is to investigate the quality factors that influence satisfaction, actual use and benefits of virtual youth programs. This study investigated the virtual youth programs organised by the UAE government for their youth. It is motivated by the recent move of the UAE government to convert the faceto-face onsite youth programs to virtual youth programs due to people's mobility restrictions of the pandemic COVID-19. Hence, it is crucial to examine the quality of these programs to ensure their sustainability. 19 hypotheses, consisting of 13 hypotheses that tested the direct relationship and six hypotheses that tested the mediating role of satisfaction and actual use have been developed. This study adopted a questionnaire survey, and 394 data collected from participants of virtual youth development programs in the UAE were analysed using a two-stage structural equation modelling methodology. It was found that the three quality factors have significant positive relationship on satisfaction and two quality factors have significant positive relationship on actual use. The study also found that satisfaction fully mediates the relationship between information quality, user efficacy and actual use, while partially mediates the relationship between instructor quality and actual use. Meanwhile, the actual use partially mediates the relationship between satisfaction and benefits. As a conclusion, the quality factors that have impact on satisfaction may not necessarily have impact on actual use. Additionally, satisfaction has partial mediation effects on quality factors and actual use, while actual use has partial mediation effect on benefits. This study contributes to the knowledge of quality factors that influence satisfaction, actual use and benefits for sustainable implementation of virtual youth programs in the UAE, specifically and the Middle Eastern countries in general. It also provides valuable insights, specifically for the Ministry of Youth to plan strategically and design sustainable virtual youth programs with the aim of achieving the UAE Centennial 2071.

HUBUNGAN ANTARA FAKTOR KUALITI, KEPUASAN, PENGGUNAAN SEBENAR DAN FAEDAH PROGRAM MAYA BAGI BELIA UAE

ABSTRAK

Menyedari kepentingan pembangunan positif dalam kalangan belia untuk pertumbuhan ekonomi dan kesejahteraan masa depan sesebuah negara, kerajaan di seluruh dunia telah berusaha untuk menyediakan pelbagai program belia agar belia dapat menyumbang secara positif dan menjadi aset negara. Walaupun terdapat banyak kajian tentang kualiti program pembangunan belia, kebanyakan kajian ini memberi tumpuan kepada keberkesanan pembangunan positif belia. Kajian yang mengkaji faktor kelestarian program masih berkurangan. Selanjutnya, kajian ini memberi tumpuan kepada menilai program belia di negara maju dan bukannya negara membangun. Di samping itu, peralihan baru dalam cara penyampaian daripada program bersemuka kepada belia maya menyebabkan keperluan untuk mengkaji kualiti program belia maya. Walaupun pembelajaran maya (epembelajaran) telah dikaji secara meluas dalam domain pendidikan formal, kajian tentang kualiti pembelajaran maya yang diguna pakai dalam program pembangunan belia anjuran kerajaan masih sangat terhad. Oleh itu, tujuan kajian ini adalah untuk mengkaji faktor kualiti yang mempengaruhi kepuasan, penggunaan sebenar dan faedah program belia maya. Kajian ini tertumpu kepada program belia maya yang dianjurkan oleh kerajaan UAE untuk belia mereka. Ia didorong oleh langkah kerajaan UAE baru-baru ini untuk menukar program belia secara bersemuka kepada program belia maya disebabkan sekatan mobiliti akibat wabak COVID-19. Oleh itu, adalah penting untuk mengkaji kualiti program ini untuk memastikan kemampanannya. 19 hipotesis, terdiri daripada 13 hipotesis yang menguji hubungan langsung dan enam hipotesis yang menguji peranan kepuasan dan penggunaan sebenar sebagai pengantara dibangunkan. Kajian ini menggunakan tinjauan soal selidik, dan 394 data yang dikumpul daripada peserta program pembangunan belia maya di UAE telah dianalisis menggunakan metodologi pemodelan persamaan struktur dua peringkat. Didapati bahawa tiga faktor kualiti mempunyai hubungan positif yang signifikan terhadap kepuasan dan dua faktor kualiti mempunyai hubungan positif yang signifikan terhadap penggunaan sebenar. Kepuasan menjadi pengantara sepenuhnya di antara kualiti maklumat, keberkesanan pengguna dan penggunaan sebenar, manakala separa pengantara di antara kualiti pengajar dan penggunaan sebenar. Penggunaan sebenar berperanan sebagai separa pengantara di antara kepuasan dan faedah. Kesimpulannya, faktor kualiti yang memberi kesan kepada kepuasan tidak semestinya memberi kesan kepada penggunaan sebenar. Selain itu, kepuasan mempunyai kesan separa pengantara kepada faktor kualiti dan penggunaan sebenar, manakala penggunaan sebenar mempunyai kesan pengantara separa ke atas faedah. Kajian ini menyumbang kepada pengetahuan tentang faktor kualiti yang mempengaruhi kepuasan, penggunaan sebenar dan faedah untuk pelaksanaan mampan program belia maya di UAE, khususnya dan negara-negara Timur Tengah amnya. Ia juga memberikan pandangan yang berharga, khusus untuk Kementerian Belia untuk merancang secara strategik dan mereka bentuk program belia maya yang mampan dengan matlamat untuk mencapai UAE Centennial 2071.

ACKNOWLEDGEMENTS

In the Name of Allah, the Most Gracious, the Most Merciful

Alhamdulillah, Thanks to ALLAH the Almighty because of his blessing enabled me to submit this PhD thesis. While completing this research, I am interacting with many people that made me in debt with them. I would especially like to thank Associate Professor Dr. Safiah binti Sidek, who is the primary supervisor of my thesis, for all her encouragement, counsel, and support. Her unwavering tolerance for mentoring and offering priceless insights will always be cherished.

I would like to extend my appreciation to the Universiti Teknikal Malaysia Melaka (UTeM) for providing the research platform. I also would like to thank many staff at the Institute of Technology Management and Entrepreneurship (IPTK) for their enormous administrative and dedicated assistance.

Finally, I want to thank my family for their unending love, support, and prayers as I pursued my PhD.

اونیونرسیتی تیکنیکل ملیسیا ملاك

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

TABLE OF CONTENTS

		PAGE
APPI DED	LARATION ROVAL ICATIONS	
	ΓRACT ΓRAK	i ii
	NOWLEDGEMENTS	iii
	LE OF CONTENTS	iv
	OF TABLES	vii
	OF FIGURES	X
LIST	OF SYMBOLS	xi
LIST	OF ABBREVIATIONS	xii
	OF APPENDICES	xiii
LIST	OF PUBLICATIONS	xiv
CHA 1.1	PTER 1 INTRODUCTION Background	1 2
	1.1.1 The Importance of Youth Development	3
	1.1.2 The Roles of Government and Non-government Organizations in	
	Developing Youth 1.1.3 Youth Development in the UAE	5 7
	1.1.4 Virtual Youth Programs in the UAE	8
1.2	Problem Statement	11
1.3	Research Objectives	14
1.4	Research QuestionsTI TEKNIKAL MALAYSIA MELAKA	15
1.5	Conceptual Framework and Hypotheses	16
1.6	Scope of Research	18
1.7	Significance of Research	20
1.8	Operational Definition	21
1.9	Thesis Outline	22
СПА	PTER 2 LITERATURE REVIEW	25
2.1	Introduction	25 25
2.2	Youth Development Programs	26
2.2	2.2.1 Youth Development Programs in the UAE	27
	2.2.2 Studies of Youth Development Programs	33
2.3	Implementation of Virtual Youth Development Program in the UAE	39
2.4	Virtual Learning	41
	2.4.1 Underpinning theory: The Delone and McLean IS Success Model	44
2.5	Quality Factors Influencing Virtual Youth Program	53
	2.5.1 Quality Factors	54
	2.5.1.1 System Quality	55
	2.5.1.2 Service Quality	57
	2.5.1.3 Program Quality	57

	2.5.1.4 Instructor Quality	59	
	2.5.1.5 Satisfaction	59	
	2.5.1.6 Actual Use	61	
	2.5.1.7 Learner Efficacy	61	
2.6	Hypothesis Development	62	
	2.6.1 Quality factors and actual use	62	
	2.6.2 Quality factors and satisfaction	64	
	2.6.3 Satisfaction as the Mediating Factor	67	
	2.6.4 Actual Use as the Mediating Factor	68	
2.7	Summary	70	
СНАН	PTER 3 METHODOLOGY	71	
3.1	Introduction	71	
3.2	Research Positioning	72	
3.3	Research Design and Process	75	
3.4	Measurement of Research Constructs	78	
3.1	3.4.1 Independent Variables	78	
	3.4.1.1 System Quality	78	
	3.4.1.2 Service Quality	79	
	3.4.1.3 Program/Information Quality	80	
	3.4.1.4 Instructor Quality	81	
	3.4.1.5 User Efficacy	83	
	3.4.2 Mediating Variables	84	
	3.4.2.1 Satisfaction	84	
	3.4.2.2 Actual Use	85	
	3.4.3 Dependent Variable	86	
	3.4.3.1 Benefits	86	
3.5	Population and Sampling	87	
3.6	Sampling Size and Technique	89	
3.0	3.6.1 Sampling Size TEXNIKAL MALAYSIA MELAKA		
	3.6.2 Sampling Technique	89 90	
3.7	Instrumentation	90	
3.7		92	
	3.7.1 Questionnaire Design	92 94	
2.0	3.7.2 Questionnaire Validation		
3.8	Pilot Study: Reliability Test	98	
3.9	Data Collection Procedures and Access	100	
3.10	Data Analysis	100	
	3.10.1 Preliminary Data Analysis	101	
2 1 1	3.10.2 Structural Equation Modeling (SEM)	101	
3.11	Ethics Consideration	103	
	3.11.1 Summary	103	
	PTER 4 ANALYSIS AND RESULTS	105	
4.1	Introduction	105	
4.2	Data Screening	106	
4.3	Survey Bias Test	106	
4.4	Normality Test	107	
4.5	Profile of respondent	109	
4.6	Descriptive statistics results of the variable of this study	111	

	4.6.1 System Quality (SSQ)	112
	4.6.2 Service Quality (SEQ)	113
	4.6.3 Program Quality (PRQ)	114
	4.6.4 Instructor Quality (INQ)	115
	4.6.5 User Efficacy (EF)	116
	4.6.6 Satisfaction (SAT)	117
	4.6.7 Actual Use (ACT)	118
	4.6.8 Benefits (BEN)	119
4.7	Research Model Analysis	120
	4.7.1 Assessment of measurement model	120
	4.7.1.1 Composite Reliability (CR) and Internal Consistency (IC)	121
	4.7.1.2 Indicator reliability	121
	4.7.1.3 Convergent validity	126
	4.7.1.4 Discriminant Validity	127
	4.7.2 Assessment of Structural Model	132
	4.7.2.1 Multicollinearity	133
	4.7.2.2 Path Coefficient	134
	4.7.2.3 Coefficient of Determination (R2)	135
	4.7.2.4 Hypotheses testing	136
	4.7.3 Mediating Variable Analysis	141
	4.7.3.1 Mediating Analysis (H10: PRQ \rightarrow SAT \rightarrow ACT)	142
	4.7.3.2 Mediating Analysis (H11: INQ \rightarrow SAT \rightarrow ACT)	144
	4.7.3.3 Mediating Analysis (H12: EF → SAT → ACT)	145
	4.7.3.4 Mediating Analysis (H13: SAT \rightarrow ACT \rightarrow BEN)	146
4.8	Summary	147
CII A I	DECONOCIONAL DECONOCIONAL DE LA CONOCIONAL DEL CONOCIONAL DE LA CONOCIONAL DE LA CONOCIONAL DE LA CONOCIONAL	1.40
СНА) 5.1	PTER 5 DISCUSSION AND CONCLUSION Introduction	149 149
5.1 5.2	4.5	149
5.2 5.3	Summary of Research Discussion of the Main Findings KAL MALAYSIA MELAKA	151
5.5	5.3.1 Demographic of the Respondents	151
	5.3.2 Research Question 1: Direct Relationship between Quality Factors	131
	and Satisfaction	153
	5.3.3 Research Question 2: Direct Relationship between Quality Factors	133
	and Actual Use	155
	5.3.4 Research Question 3: Mediating Effects of Satisfaction between	155
	Quality Factors and Actual Use	156
	5.3.5 Research Question 4: Mediating Effects of Actual Use between	150
	Satisfaction and Benefits	158
5.4	Contributions to Research	160
	5.4.1 Contribution to Knowledge	160
	5.4.2 Contribution to Practice	162
5.5	Limitations of the Research	164
5.6	Recommendations for future Research	165
5.7	Final Remarks	166
	ERENCES	167
ΔPPH	ENDICES	207

LIST OF TABLES

TABLE	TITLE	PAGE
Table 1.1	Examples of youth policies around the world	5
Table 1.2	Examples of the types of programs offered to youth in the Middle East	6
Table 1.3	Global youth development score index of the selected countries	8
Table 1.4	Summary of the tested hypotheses in relation to the research questions	17
Table 2.1	Vision, mission and strategic objectives of the Ministry of Culture and Youth, UAE	30
Table 2.2	Studies related to youth development programs	35
Table 2.3	Comparison between virtual learning and conventional learning (Caroline, 2021; Hayes et al., 2021; Niță et al., 2021)	41
Table 2.4	Virtual learning theories	44
Table 2.5	Literature reviews for IS measurement model	49
Table 3.1	Measurement of System Quality	79
Table 3.2	Measurement of Service Quality MALAYSIA MELAKA	80
Table 3.3	Measurement of Program Quality	81
Table 3.4	Measurement of Instructor Quality	83
Table 3.5	Measurement of User Efficacy	84
Table 3.6	Measurement of Satisfaction	85
Table 3.7	Measurement of Actual Use	86
Table 3.8	Measurement of Benefits	87
Table 3.9	Population of virtual youth programs in 2021	88
Table 3.10	Sample size determination (Krechie and Morgan, 1970)	90
Table 3.11	Different sampling techniques	91
Table 3.12	Level of agreement based on 7-point Likert Scale	92

Table 3.13	The number of items for each section in the survey	93
Table 3.14	The process of validating and reliability testing	94
Table 3.15	Profile of the experts	95
Table 3.16	Validation of the questionnaire: Revised items	97
Table 3.17	Rule of describing internal consistency based on Cronbach's Alpha values	99
Table 3.18	Pilot study: Results of reliability test	99
Table 3.19	Methods for checking ethical considerations	103
Table 4.1	Skewness and kurtosis for variables of the study	108
Table 4.2	Respondent's background	111
Table 4.3	Descriptive statistic for the System Quality (SSQ) (n=394)	112
Table 4.4	Descriptive statistics for Service Quality (SEQ) (n=394)	113
Table 4.5	Descriptive statistics for Program Quality (PRQ) (n=394)	115
Table 4.6	Descriptive statistics for Instructor Quality (INQ)(n=394)	116
Table 4.7	Descriptive statistics for User Efficacy (EF) (n=394)	117
Table 4.9	Descriptive statistics for Satisfaction (SAT) (n=394)	118
Table 4.10	Descriptive statistics for Actual Use (ACT) (n=394)	119
Table 4.11	Descriptive statistics for related items for Benefits (n=394)	120
Table 4.12	Internal consistency measures	121
Table 4.13	Indicator outer loadings (before elimination)	122
Table 4.14	List of eliminated items	124
Table 4.15	Indicator outer loadings (after elimination)	124
Table 4.16	Average variance extracted (AVE) values	127
Table 4.17	Fornell-Larcker criterion	128
Table 4.18	Cross-loadings	129
Table 4.19	Summary of the assessment model	131

Table 4.20	VIF values	133
Table 4.21	Path coefficients	135
Table 4.22	Coefficient of determination	136
Table 4.23	F-test of overall significance	136
Table 4.24	Hypotheses to test the mediating effects	142
Table 4.25	Direct and indirect paths (PRQ \rightarrow SAT \rightarrow ACT)	143
Table 4.26	Direct and indirect paths (INQ \rightarrow SAT \rightarrow ACT)	144
Table 4.27	Direct and indirect paths (EF \rightarrow SAT \rightarrow ACT)	145
Table 4.28	Direct and indirect paths (SAT \rightarrow ACT \rightarrow BEN)	146
Table 4.29	Summary of the result of testing direct relationship	148
Table 4.30	Summary of the result of testing direct relationship	148
Table 5.1	Comparison of findings from previous studies	158

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

اونيوسيتي تيكنيكل مليسيا ملاك

LIST OF FIGURES

FIGURE	TITLE	PAGE
Figure 1.1	Conceptual framework	16
Figure 2.1	Federal Youth Authority specializations in the field of youth in UAE (Source: Federal Youth Authority, 2022)	30
Figure 2.2	The classification of youth positive development programs	34
Figure 2.3	IS Success Model (DeLone and McLean, 1992)	46
Figure 2.4	IS Success Modified Model (DeLone and McLane, 2003)	46
Figure 3.1	Research onion (Sanders et al., 2018)	73
Figure 3.2	Stages of verified and results discussed (Source: Dudovskiy, 2018)	74
Figure 3.3	Research design	76
Figure 3.4	Research process	77
Figure 4.1	Path coefficient	126
Figure 5.1	The significant positive relationship between the three quality factors on satisfaction of virtual youth programs	154
Figure 5.2	The significant positive relationship between two quality factors on actual use of virtual youth programs	156

LIST OF SYMBOLS

*R*² - Coefficient of Determination

 f^2 - Effect Size



LIST OF ABBREVIATIONS

ACT - Actual Use

D&M - DeLone and McLean

EF - Efficacy

FYA - Federal Youth Authority

INQ - Instructor Quality
IS - Information System

BEN - Benefits

OECD - Organisation for Economic Cooperation and Development

PRO - Program Quality

PYD - Positive Youth Development

SAT - Satisfaction SEQ - Service Quality SSO - System Quality

TAM - Technology Acceptance Model

UAE - United Arab Emirates

UN - United Nation

UNESCO - United Nations Educational Scientific and Cultural Organization

USAID - United States Agency International Development

YDP Youth Development Program

LIST OF APPENDICES

APPENDIX	TITLE	PAGE
Appendix A	Questionnoare of the Survey: Summer Camp organised by The Ministry of Culture and Youth, UAE	207
Appendix B	Questionnaire for Validation	209
Appendix C	Questionnaire Validation: Expert's Feedback and Revision	222
Appendix D	Questionnaire for Pilot and Fieldwork	227



LIST OF PUBLICATIONS

The followings are the list of publications related to the work on this thesis:

Alhammadi, K.A., and Sidek, S. 2022. The taxonomy and elements of youth development programs, Evaluation and Program Planning, *Mathematical Statistician and Engineering Applications*, 71 (3s2), PP. 1366-1374. (Scopus Indexed)

Alhammadi, K.A., and Sidek, S. 2022. Actual Use, Satisfaction, and Quality Factors' Impacts on Virtual Youth Programs' Net Benefits, *Mathematical Statistician and Engineering Applications*, 71 (4), PP. 462-475. (Scopus Indexed)



CHAPTER 1

INTRODUCTION

Positive development among youth has been recognized globally as an important factor for the future economic and wellbeing development of a nation. In this regard, governments all over the world have made concerted efforts to provide a variety of youth programs to make sure that their youth become the assets of their country.

The increasing usage of online technology for the delivery of e-learning coupled with the impact of pandemic COVID-19 that restricts face-to-face interactions have resulted in the UAE government to opt for the implementation of virtual youth programs for the positive development of their youth (Arnold, 2020; Ettekal and Agans, 2020; Enyioha and Cotman, 2021). Specifically, the Ministry Ministry of Culture and Youth, UAE has made a move to deliver youth programs virtually to their youths across the country. However, the quality of these virtual programs is still questionable since a comprehensive evaluation of this program is still lacking. Further, although virtual learning has long been established in the domain of formal education, its use for the delivery of youth development programs is still in its early stages.

This thesis is the result of a study that investigated the relationship between quality factors, satisfaction, actual use, and benefits of virtual youth programs provided by the UAE government to their youth. Specifically, this study examined the relationship of the online platform, services, information, facilitator, and user satisfaction on the benefits of virtual youth programs This study is motivated by the need to provide high quality virtual youth

programs that facilitate the development of positive growth among youths (Lerner, 2004; Lawford, Ramey et al., 2018).

This chapter is an introductory chapter to the thesis and is organized into nine sections. The first section provides the background to the research, followed by a problem statement of the research in the second section. The third and fourth section present the research objectives and questions, while the fifth section presents the conceptual framework and the hypotheses to be testing in this study. The sixth and seventh section explains the scope and significance of the study respectively. Finally, section eight describes the operational definitions of the constructs included in this study and section nine summarizes the outline of this thesis.

1.1 Background

This section provides the background of this study, highlighting the importance of youth as the country's future generation, government's role in developing youth and the adoption of virtual youth programs for the positive growth of youth. Due to the recent implementation of virtual youth programs and the lack of evaluation on the quality of the virtual youth programs, there is a need to investigate the quality of the virtual youth programs in relation to satisfaction, actual use, and benefits of the virtual programs to the youth of UAE. For this purpose, this section is divided into four sub-sections: The first sub-section presents the importance of youth development, followed by the second sub-section that presents the role of government and non-government organizations in developing youth. The third and fourth sub-section presents the youth development programs in the UAE and virtual youth programs in the UAE respectively.

1.1.1 The Importance of Youth Development

Youth are typically thought of as a group that exists between childhood and maturity, while the precise age range is debatable. For instance, the United Nations Educational, Scientific and Cultural Organization (UNESCO) classified youth as those between the ages of 15 and 24, while the Commonwealth defined youth as those between the ages of 15 and 29. Meanwhile, the Organization for Economic Co-operation and Development (OECD) suggested that the age group of youth is between 15 and 29. In relation to this, the United Arab Emirates' National Youth Strategy (2022) states that the country's youth are between the ages of 15 and 35. Considering that this study was conducted in the UAE, youth is defined as being between the ages of 15 and 35, which is consistent with the definition of youth provided by the UAE National Youth Strategy (2022).

Youth are regarded as an important segment of the global population. Youth aged between 15 and 29 made up 1.8 billion people, or almost 24 percent of the world's population, in 2018, compared to those 60 and older, who make up around 13 percent of the global population. By 2075, the number of young people is projected to reach over 2 billion (UNDESA, 2019, Commonwealth Secretariat, 2021). Due to their significant size in comparison to the adults, youth ought to be fostered, developed, and empowered for the prosperity of nations.

Youth development is defined as "improving the status of young people, empowering them to build on their competencies and capabilities for life, thus enabling them to contribute and benefit from a politically stable, economically viable, and legally supportive environment, ensuring their full participation as active citizens in their countries" (Youth Development Index, 2020; Commonwealth Secretariat, 2021). Youth growth is therefore synonymous with change and advancement towards the future. Recognizing the importance of youth development, Islamovich (2019) asserted that youth actively participate in the

regeneration, modernization, and upkeep of their societies, making them the future of their societies. Youth are empowered on both an individual and a group level through social, economic, psychological, and political empowerment (Chang et al., 2022). Young people must be given more authority because they are essential to bringing about a future that is more equitable, inclusive, sustainable, and resilient (Commonwealth Secretariat, 2021). In this case, the lack of interest in youth might contribute to a negative balance, in which this group may not be able to contribute to society in a meaningful way (OECD, 2021).

Youth need to be empowered to be able to take charge of their own destiny, hence empowerment is crucial. Additionally, empowering youth contributes to their improved understanding of their responsibilities to society. Youth are given the chance to form support networks, gain knowledge, improve their self-worth, and be active members of their communities via youth development and empowerment. Empowered youth can also start many social and economic initiatives that have various beneficial effects (Ukwayi et al., 2017). A survey of 2,653 young people from youth service centers in Hong Kong revealed that there are favorable connections between youth empowerment in the community and those centers that offer a variety of services and activities for youth (To et al., 2021).

Considering the importance of youth empowerment, several initiatives have been made suggested. Specifically, Arnold and Gagnon (2021) suggested for enhancing professional development, creating better evaluation processes for programs to assess their quality and outcomes, and addressing the lack of standardized implementation of programs. According to Arnold and Gagnon (2021), programs should be emphasized as a backdrop for youth development and more attention should be through advancements in program design and assessment.