

INTRODUCING DIGITAL LITERATURE FOR STUDENTS ANGKASA JUNIOR SCHOOL AMBON

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ABSTRACT

The presence of technology and digital space provides opportunities for the digital community. The digital community can use technology to produce content and disseminate it to the global community through the digital space. Ironically, this opportunity has not been optimal, it is proven that people use technology and digital space for activities that deviate from the norm. On the one hand, the use of technology and digital space is very high, but the quality of its utilization is still low. Digital literacy activities are the answer for the community. Literacy activities are aimed at providing an introduction to technology users so that they can use digital technology ethically. Technology is here to help provide solutions for the community in carrying out their activities. The introduction of digital literacy activities for SMP Angkasa Ambon students was carried out to provide knowledge on how to use digital technology. The literacy materials provided by the resource persons cover the pillars of expertise, cultural ethics, and digital security. The results of this community service activity in the form of an online seminar can be seen from the number of participants, including students, teachers, and alumni of SMP Angkasa. The feedback given by the principal and teachers was very positive and is scheduled to become a routine activity at the school.

Keywords: introduction, digital literacy, seminar, SMP Angkasa Ambon

1. INTRODUCTION

According to data from APJII (2022), Indonesia's internet users in 2022: 210 million people (77.02%) out of 272.68 million people. Children aged 13-18 years' internet users are 99.16 percent. That is, children of junior high schoolage (13-15 years) are in this category. More than a year of the COVID-19 pandemic era has passed but it is not over yet. In this era, students experience a mass that is very different from the conditions that have been experienced so far. One of the changes that occur is the inclusion of students in virtual life. The era of pandemic has changed the lives of students from the real world to the virtual world. All activities as activities must use technology. Students become accustomed to using technology. The speed of learning to use technology sometimes exceeds the age limit. Many students are quick to find out more about the contents of the public space with the digital technology they have learned.

On the one hand, technology provides something positive, where students can work faster and are more modern. On the other hand, students are not equipped to enter the digital space so many cases happen to them. Cases of fraud, bullying, blasphemy, theft, and others also occur to students because their knowledge and understanding of the digital space are still low. Of course, this situation is worrying for the development of students as a generation that will become the future leaders of this nation and state.

The issue of digital literacy is still widely reported in the media. The media raised the results of a digital literacy index survey conducted by the Ministry of Communication and Information with the Katadata Insight Center (KIC).

Studies conducted by Kominfo and KIC also show that men, young, highly educated, and living in urban areas tend to have a Digital Literacy Index above the national average. Another fact is that of the 34 provinces in the country, Yogyakarta has the highest index with a score of 3.71. Meanwhile, the province with the lowest index score is North Maluku (3.18). People's behavior in accessing the internet is also reflected in the survey initiated by Kominfo and KIC. It is known, people can access the internet anywhere through smartphones. Usually, the activity of accessing the internet is intense at 7-10 am and 7-9 pm. The use of the internet is mostly done to communicate through short messages, use social media, and find information (Kominfo, 2021).

In such a vulnerable condition as above, digital literacy for students becomes something urgent. Students need to know and understand the technology and digital space. Digital literacy is very important for students so that they can become part of the digital space that can use technology positively. Digital literacy is a mitigation effort so that students are better prepared to use technology and enter the digital space. Hague & Payton (2010) defines digital literacy as an individual's ability to apply functional skills to digital devices so that a person can find and select information, think critically, be creative, collaborate with others, communicate effectively, and remain aware of electronic security and

evolving socio-cultural contexts. In the context of education, good digital literacy also plays a role in developing one's knowledge of certain subject matter by encouraging students' curiosity and creativity.

2. METHOD

Preparation stage

At this preparatory stage, the community service team held initial talks with SMP Angkasa. This activity plan was initiated by Mr. Arfian, Chairman of the Alumni of SMP Angkasa is domiciled in Jakarta. In this preparation process, it was agreed that digital literacy activities for students were held online. Speakers are determined from Jakarta, while participants are determined by SMP Angkasa. The date for the activity was agreed on Tuesday, July 19, 2022, from 09.30 to 12.00 WIT. Socialization of activities is carried out by making activity flyers as follows:

WEBINAR NASIONAL LITERASI DIGITAL

Diselenggarakan oleh Ikatan Alumni SMP Angkasa Angkatan 87: SMP Angkasa Lanud Pattimura Ambon dan SMK Tunas Media Depok Jawa Barat

"CAKAP DAN BERETIKA DI RANAH DIGITAL"

Via Zoom
Hari Selasa, 19 Juli 2022
Jam 09.00-13.00 WIT

Link Pendaftaran:
<https://smp-angkasa-87.indosari.com/daftarliterasidigital>

PIC
Helena Salamor 0812 4069 1229
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HOST
Muhammad Fadian Kamal (Fakultas Psikologi Universitas Bhayangkara Jakarta Raya)

Kepala Sekolah SMP Angkasa Lanud Pattimura
Augusta E. Latuhihin, S.Pd

Kepala Sekolah SMK Tunas Media
Roni Madropi, S.Pd, M.Si

PEMATERI
Dr. Bambang Pujiyono MM, M.Si
Digital Security (Keamanan Digital)

Dr. Arfian S.Psi, M.Si
Digital Ethics (etika Digital)

Bima Cahya Putra S.Kom, M.Kom
Digital Skill (Kecakapan Digital)

Dr. Rudyanta S.I.P, M.Si
Digital Culture (Budaya Digital)

BONAFIT YANG DI DAPAT PESERTA:

1. E-SERTIFIKAT
2. DOOR PRIZE
3. ILMU YANG BERMANFAT

FREE

Figure 1. The Flyer of Webinar

Implementation stage

The activity that was delivered to the students of SMP Angkasa Ambon was in the form of a material presentation by the resource person. Resource people's present material according to their area of expertise which includes the four pillars of digital literacy. The material is packaged in a presentation using the ZOOM platform. Each speaker is given a presentation time of 25 minutes. In summary, the material presented by the speakers is as follows:

The webinar began with remarks by the Principal of SMP Angkasa, Mrs. Agustina, who conveyed information on the literacy needs of students. He described the troubling problem of students using technology in the digital space. He needs literacy skills for his students so that they are safer in utilizing technology and digital space.

In the first session, Bima Cahya Putra, M. Kom, explained his skills in using digital devices. He explained in detail the benefits of digital technology in various aspects of interest. In particular, he expects students to use digital technology to support their main learning needs, such as searching for knowledge materials, and educational information, and solving exam questions. Digital technology has spread to all levels of society but most people have not been able to use the technology properly. Improper use of digital technology can have an adverse effect on the survival of individual and social life (Mustofa & Heni, 2019).

In the second session, Dr. Rusdiyanta, M.Si explained ethics in the digital space. The digital space is the same as the real world, so users of the digital space must follow various norms. It is hoped that students will become citizens who adhere to the norms when interacting, communicating, and collaborating in the digital space.

In the third session, Dr. Arfian, M.Si explained the importance of being a cultured human being in the digital space. Humans as cultural beings must be able to optimize creativity, taste, and initiative so that they can produce positive content and disseminate it to the public globally through digital technology. Content sourced from Pancasila and Bhineka Tunggal Ika is important to be disseminated. The values of life can be told digitally to anyone so that it provides benefits for improving the quality of human life.

Last session, Dr. Bambang Pujiyono, M.Si, explained how to safely and comfortably use digital technology. This is important because the negative side of using technology has an impact both psychologically and physically. This session also provides an overview of the role of various communities from government, private, and community elements to play a role in supporting, and assisting children so that they are safe and comfortable in using technology and digital space.

After the presentation from the speakers, it was followed by a question and answer session for all participants of the national webinar. The question and answer session lasted for 30 minutes with a summary of the answers to various questions as follows.

So that students can take advantage of technology and can fill the digital space positively, it is necessary to learn digital literacy. By default, there are four pillars in digital literacy, which must be introduced to students. In general, a summary of the four pillars includes:

First, digital skill (Muda, et.al, 2021). It is time for students to be taught the ability to use technology. Basic skills that must be introduced to students include recognizing digital devices (hardware and software), skills using information search engines, skills in using media, making friends and conversations, and introducing online payment activities. An introduction to some of these skills, at a simple level, should be done. Students who know what skills must be possessed, at least have prepared students to enter the digital space.

Second, is digital security (Rahmawati, et.al, 2022). Students also need to be taught how to use technology safely. This means that students begin to be introduced to the confidentiality of personal data, create secure passwords, not easily open unclear information from unknown emails, and so on. This teaching will provide students with provisions that in the digital space must be careful and maintain data security.

Third, is digital culture (Astuti, et.al, 2021). Students need to be taught to fill in positive content. Positive content for students is adjusted to the values in Pancasila and Bhineka Tunggal Ika. This means that students are given the freedom to inform the diversity that exists in Indonesia. Knowledge of local culture please be disseminated so that it can be known by the wider public. Students need to build a strong sense of pride and nationalism. Even though they are in the digital space, students must be proud of the State of Indonesia.

Fourth, ethical digital (Kusumastuti, et.al, 2021). Students in the digital space must use good manners. We teach students that the digital environment is the same as the real world. Social interactions that occur also follow the norms. That fellow users of public space must respect each other, respect each other. By using ethical support in public spaces, students will become a generation that is polite in interacting in the digital space.

The four pillars of digital literacy above must be introduced and understood by students. Students will use public spaces according to their needs so that worries that students will use technology and fill digital spaces with negative things can be minimized. On the other hand, students can use technology to fill the digital space with productive and positive information.

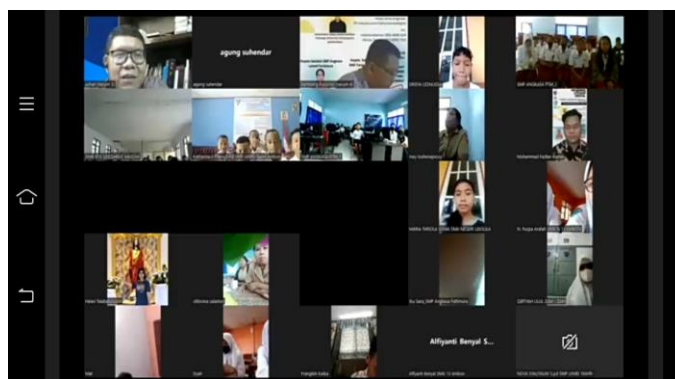


Figure 2. Webinar Activity

Digital literacy for students

In this digital era, every citizen (the citizen journalists) can convey information or news anytime and from anywhere, without selected by the editorial board (Miller, 2020). This situation requires all citizens to have adequate digital literacy. Basic knowledge of digital literacy for students is very important. Students should be given an understanding of the use of technology in the digital space. Because in the digital space, everyone has the same rights and obligations. Anyone can fill the digital space with information that is educational, entertaining and giving knowledge. This means that anyone can fill the public space with anything that can be produced as part of his creation. In addition to obligations, anyone also has rights in the digital space. Anyone has the right to be respected for their works because they are related to intellectual property rights, rights to be respected as human beings, and the right to obtain any information from the public sphere.

Filling this digital space, of course, uses technology. Technology is easy to learn, so it is not surprising that students are more skilled at using technology. Students are very productive and creative and compete quickly to be able to fill this digital space. What is produced, either directly or indirectly, is quickly shared in the digital space. Even without filtering, students have not been able to think causally about what they are doing.

The opening of the digital space and the ease with which technology is learned by students have had tremendous implications for life. What students do in the digital space exceeds and crosses normative boundaries. Students are consumptive of content that is beyond reasonable and difficult to control. Students can use the internet in them communication, business, public services, and learning processes. (Castells, 2010). In the digital world, some of the advantages gained by students are time and spatial advantages because social interaction is not limited by space and time, increasing learning productivity and getting information resources more easily.



Figure 3. The Teacher and Student in Computer Laboratorium

The Role of Parents

Apart from the advantages, there are several threats in the digital world for children such as bullying, pornography, data theft, hacking, addiction and so on. Therefore, the role of parents becomes very significant. The role of parents in preparing students in the digital era is very important. The role of parents in preparing students in the digital era is very important. Parents in this context mean broadly biological parents, teachers, older siblings, or anyone who can teach digital literacy. What role should be given to students to be able to fill the digital space positively? here are some things that need to be done, namely:

First, approach. Parents should be close to students to find out what students are doing. Students' activities related to school lessons or others must be known by parents. Parents must be able to control and control the use of technology by students. No matter how busy the time and activities of parents are, they must take time to be with students in using technology in the digital space.

Second, teach. Parents must be teachers for students in filling the digital space. Parents must teach students to create positive content. Positive things related to student activities in daily life can be shared with the public as something that provides examples of motivation and so on.

Third, discuss. Parents must play the role of discussion partners for students in the digital space. Students must be taught to weigh the good and the bad when a message is shared in a digital space. Students are also taught to give their opinion regarding the content discussed with parents. This role is important, with the hope that students always discuss content/messages before being shared with the public in the digital space.

Fourth, decide. The role of parents in teaching students to make decisions is also important. Students must be taught that every decision has both positive and negative implications. The thing that needs to be taught to students is that before deciding to share information in public spaces in this digital era, you must go through a process of careful consideration.

3. RESULT AND DISCUSSION

The results of the national seminar on digital literacy for SMP Angkasa Ambon students are in the form of increasing knowledge about digital literacy. So far, students have never received digital literacy material from any institution. Students begin to realize how important technology skills are and must be able to use them safely. Several cases involving students as perpetrators of crimes became interesting questions and were discussed in the question-and-answer session. The students asked enthusiastically about how to make the device safe from hackers, use it for positive content that makes money, and to politeness in communication. The discussion becomes interesting when it discusses the war of parents in supervising the use of technology for children who are still in school.

This 3-hour online national seminar was attended by students, teachers, principals, and alumni. For 3 hours the participants continued to attend the seminar with high enthusiasm.

4. EVALUATION

The evaluations carried out started from evaluating reactions (impressions) to adding knowledge and benefits as well as the impact of the webinar on each participant. The evaluation was carried out in the form of a questionnaire consisting of 20 questions with 4 evaluation components, namely: evaluation of resource persons, evaluation of learning media, evaluation of the implementation of activities, and evaluation of learning outcomes. Participants gave an impression to the resource persons, and learning evaluation and implementation were very good. However, the impression on the webinar media was given a pretty good score. This is related to signal instability during national webinar activities conducted online.

5. CONCLUSION

Technology and digital space must benefit students in the context of creativity and learning innovation. Students must be able to use technology to interact, participate, and collaborate so that they become digitally proficient. Digitally savvy students will get various benefits both socially, culturally, and economically. Digitally capable students will develop into people who are responsible for social interactions even though they are in a digital space.

ACKNOWLEDGEMENT

We would like to thank the Principal of the Angkasa SMP, the Chairperson of the 87 Alumni of the Angkasa SMP, and all participants in the digital literacy webinar.

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