

Application of Digital Literacy for Adolescents in SMA Negeri 1 Gamping

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Abstract

A service study entitled Application of Digital Literacy for Youth in SMA Negeri 1 Gamping. The adolescent development phase of high school age students is in middle adolescence, namely at the age of 15-18 years. Most internet users are teenagers. Community Service was carried out at SMA Negeri 1 Gamping on November 16 2022. Based on a preliminary study by analyzing the needs of students in high school, namely the need for a more detailed understanding of digital literacy. The activities of students in using the internet need more attention. This is the background for holding a Seminar on Digital Literacy for teenagers. The provision of information about digital literacy is expected to have a positive influence on adolescent students, especially teenagers.

Keywords: Digital Literacy, Students, Youth



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INTRODUCTION

User proficiency in digital literacy includes the ability to find, work on, evaluate, use, create and utilize it wisely, intelligently, carefully and precisely according to its use. In Digital Literacy there are several challenges, namely a large flow of information. McLuhan in Littlejohn (2009) states that the appearance of instant information originates from the availability of the internet. Society receives too much information at the same time where digital literacy plays a role in searching, finding, sorting and understanding correct and appropriate information. With digitization, the internet will become the main source of information that is able to digitally combine all media ranging from newspapers, magazines, tabloids to radio, television, telephone and computers. Jenkins in Littlejohn (2009) states that old media users are more isolated, while new media users are more socially connected because they can interact by uploading their own content, as well as choosing a variety of available information, so that new media interoperability makes media user participation more active.

The existence of negative content such as pornographic content, SARA issues and others requires the ability of individuals to access the internet, especially information and communication technology coupled with digital literacy in order to know which content is useful and which is not useful. When interacting with communication media, attachment to the media is also influenced by the user's efficiency and control over the media. Turkle in Littlejohn (2009) explores how a person uses his computer as if he has a mind and soul, which then becomes like replacing the process of interacting with humans directly.

Digital literacy is currently used in the world of education because it is very helpful in the process of learning and developing knowledge for both educators and students, apart from that digital literacy currently also makes it easy to communicate remotely, however Muammar and Suhartina in 2018 gave the opinion that Technology that can help and provide

convenience to users also has positive and negative impacts in the realm of education. As is the case with adolescents with technological advances, adolescents also get a negative impact which results in adolescents misusing technological tools.

In the current era of digital literacy, which is developing very rapidly, it makes it easier for teenagers to develop their potential and abilities widely without being limited by space and time, as stated by Ameliola and Nugraha who revealed that in this globalization era, humans, including teenagers, can easily use and take advantage of which is even currently growing very rapidly, not only adults but children too.

METHOD OF IMPLEMENTATION OF SERVICE

The methods used in the implementation of community service are (a) **The lecture method** is an appropriate method for providing information techniques in guidance and counseling services. The lecture method was chosen to provide an explanation regarding the Application of Digital Literacy. This lecture method also explains the purpose, benefits and meaning of Digital Literacy for teenagers. The ability of students to appear confident when asking speakers who have delivered material; (b) **The question and answer method** is a service delivery method that allows direct communication that is two way traffic because at the same time dialogue occurs between the material provider and the seminar participants . Participants ask questions, presenters answer or presenters ask, participants answer. In this communication, there is a direct reciprocal relationship between presenters and participants; (c) **The practice method** is an effective method for clarifying understanding. In this Workshop activity, when the event will start the students will enter the Hall of SMA N 1 Gamping then follow the flow of the MC, after that the students only listen, understand and digest what has been explained by the two speakers.

RESULTS OF SERVICE TO THE COMMUNITY AND DISCUSSION

Results of Devotion

This community service activity was carried out on Wednesday, November 16, 2022. The arrangement for the dedication to the Implementation of Digital Literacy for youth at SMA N 1 Gamping is as follows:

Table 1 Details of the Service for Wednesday, November 16, 2022

Time	Activity	Information
08.45-09.00	Registration	Teaching of Asistence Committee
09.00-09.15	Opening	MC
09.15-09.35	Wlcoming	Kepala sekolah and Koor guru BK
09.35-10.35	Material	Application of DigitalLiteracy in SMA N 1 Gamping
10.35-10.50	Discussion	Speaker
10.50.11.00	Closing	MC

This service was carried out by SMA N 1 Gamping. This service activity was carried out for 1 day. Community service activities are carried out by providing the first material on the application of digital literacy for adolescents. This community service was attended by approximately 33 participants from grade 10 and 11 students. The community service was carried out for 1 day and was carried out for approximately 2 hours starting at 09.00 WIB and ending at 11.20 WIB. The service will be held on Wednesday 16 November 2022.

The first material is the application of digital literacy for adolescents. The material was delivered by Iis Lathifah Nuryanto, M. Pd. and Drajat Edy Kurniawan, M.Pd as a service lecturer. At the time of giving the material by the dedication speaker, the speaker uses a delivery method that is not monotonous and seems pleasant, acceptable, and many

interesting things are discussed so that students quickly grasp the material and the participants are very enthusiastic about listening to the speaker's instructions. The enthusiasm of the service participants was shown by the emergence of various kinds of questions related to the material presented. The question and answer session was really used by the participants to get the desired understanding. Participants looked very happy about the Seminar on the Application of digital literacy for adolescents.

DISCUSSION

Based on the results of the dedication above, it can be explained that the level of digital literacy of adolescents, especially at SMA Negeri 1 Gamping, is included in the moderate category, tends to be not good. This is evidenced by the enthusiasm of the students who were shown in the discussion sessions to be very active-responsive, it's just that many of the students had just received explanations about digital literacy both from the internal school and information from outside or external parties. This raises the knowledge of students who can be said to lack understanding of the concept of digital literacy. Bawden (2006 dalam Koltay, 2011) describe digital literacy is "Digital literacy touches on and includes many things that it does not claim to own. It encompasses the presentation of information, without subsuming creative writing and visualization. It encompasses the evaluation of information, without claiming systematic reviewing and metaanalysis as its own. It includes organization of information but lays no claim to the construction and operation of terminologies, taxonomies and thesauri" Digital literacy is generally limited to the use of media supported by information and communication technology. Based on the description above, Bawden explained that digital literacy includes many things, from organizing, presenting information and visualizing to evaluating information.

Digital literacy includes various literacy so that it becomes more complex. Similar to media literacy, digital literacy also requires the ability to critically analyze and evaluate so as to obtain quality understanding. In digital literacy, messages in the media are constructed in such a way that they can function optimally in even more complex communication situations. Digital literacy has a broader scale and usually addresses important issues. Digital literacy education can be started from honing skills in reading content, by diligently reading content, then the use of digital literacy for understanding content will be more critical. The freedom to access anything in the digital world is one of the main factors for society, especially students (adolescents) who are greatly facilitated in obtaining information. The public can easily get information from various existing media, regardless of whether the news is official or not (Kumparan, 2017). The amount of content on the internet, for example, apart from providing many conveniences, also has a negative impact on its users. With the high number of internet users in Indonesia, procedures or ethics are needed to guide users in using the internet.

CONCLUSION

The conclusions in community service at SMA N 1 Gamping are as follows: (1) Students understand the importance of digital literacy for youth; (2) Community service is carried out for 1 day with the provision of material and a question and answer session regarding the application of digital literacy for good youth.

RECOMMENDATION

The suggestions given to Class X&XI students include: (1) Students are expected to be able to distinguish between positive and negative digital influences; (2) After being given the material, students are expected to be able to apply it in life to apply digital literacy which builds the nation towards a good generation.

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