Pancasila Resilience in Facing the Digitalization Era in the Millennial Generation

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Abstract
Pancasila as the nation's view of life is a form of crystallization of cultural values, social behavior of the people, customs that serve as guidelines in the life of the nation and state. Today, Indonesia faces various challenges in the digital era. The digital era is the point of progress of human civilization, especially in the development of Science and Technology (IPTEK), one of which is marked by the emergence of the existence of social media. Social media certainly makes it easy for its users, through social media we can share information and communicate without being limited by space and time. However, like the two sides of a coin, we cannot deny that social media also has a negative influence, especially on millennials. If we look at the existing reality, of course we realize that this social media causes norms, values, manners, customs which are truly the identity of the Indonesian nation which gradually fade away. Thus, in facing the current rapid flow of digitalization, it is necessary to have Pancasila resilience as a form of maintaining Pancasila values so that they live on in the soul of the Indonesian nation.

Keywords: Digital, Social Media, Pancasila, Resilience, Millennial

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INTRODUCTION
The era of digitalization is something that cannot be avoided, its development which is marked by the development of science and technology, especially with the emergence of smartphones. Science and technology began to grow rapidly in various parts of the world, including in Indonesia. The phenomenon of increasingly sophisticated technological developments has resulted in almost all human activities being closely related to technology in the fields of education, sports, social politics and culture so that technology has taken root in the joints of human life. Through technology, everything can be done without direct interaction, that is, it can be done online or virtual, either in seeking information or even looking for solutions to any problems being faced.

The development of science and technology must of course be accompanied by the internalization of Pancasila values so that outside influences that begin to enter and spread throughout society in Indonesia do not affect the soul of the Indonesian nation. The large number of deviations/certain errors actually stems from not practicing the values contained in Pancasila itself. Therefore the importance of understanding Pancasila is not only understanding but also practicing and implementing the values contained in Pancasila as character education. Various types of ethical and legal deviations that have occurred, as a result of the degradation of Pancasila values in the millennial generation, have raised a special concern for educators and observers of the nation's noble values.

Smartphones have influenced changes in behavior and lifestyle in the millennial generation who tend to frequently play online games, Instagram, Tik-Tok, Facebook, Whatsapp and other applications so that chat applications also make generation Z's behavior sometimes
less direct (verbal) communication. They prefer to talk via social media which reduces the intensity of physical meetings, even worse they can depend on gadgets. As a result of being used to chatting on social media, a feeling of stiffness and nervousness arises, when they meet each other which in the end they sink back into the virtual world and don't care about their surroundings anymore. They no longer greet each other and are more engrossed in surfing in cyberspace. Smartphones also have the impact of making their lives hedonic, individualistic, and even exposed to pornography, where children easily access prohibited sites which eventually fall into free sex behavior for material reasons, wanting to buy the latest fashion clothes or the latest cell phones.

In this case, Pancasila needs to be used as a guideline for the formation of a moral, civilized, humane and valuable national character. With Pancasila as the nation's ideology, it is hoped that it will be able to strengthen the attitudes and characteristics of society in accepting things outside the limits of the norms that exist in Indonesia. The Pancasila Ethics is an ethic that bases judgments on the good and bad of an ethic on Pancasila values, namely divine values, values, humanity, values of unity, social values, and finally the value of justice. The current development of science and technology which has an effect on human life, shows a side of anxiety about the existence of Pancasila values in Indonesian citizens. Thus, this research was conducted to determine the extent of the influence of science and technology for the younger generation, especially the millennial generation.

RESEARCH METHODS

The method used in this research is qualitative method. This qualitative research method is used as a research procedure that produces descriptive data in the form of written or spoken words from the people being observed. Kirkl and Miller in (Moloeng, 2011) define that qualitative research is a particular tradition in social science that fundamentally depends on human observations.

This study used a qualitative method with a questionnaire instrument (questionnaire). The questionnaire distributed to respondents aims to find out how much influence gadgets, especially social media have, have on Pancasila values in the Millennial Generation. According to Lofland in Lexy J. Moloeng (Moloeng, 2011) the main data sources in qualitative research are words and the results of observations or research, the rest are additional data by collecting a number of references, including themes linked to titles such as sources from journals, articles, and other literary sources. Thus, the data that was collected was analyzed descriptively qualitatively with sociolinguistic theories.

RESEARCH RESULTS AND DISCUSSION

Research Result

Based on the research results obtained, we know that the rapid technological developments that occurred in the digitalization era, had both positive and negative effects on the millennial generation (Gen Z) as the generation that lives side by side with technology. The results of the qualitative method that we used through the questionnaire instrument (questionnaire) showed that there were 100 respondents who had filled out the questionnaire that we distributed. The following are the results of the research that we have grouped based on the answer category questionnaire:
Table 1. Research Results of the Millennial Generation in the Digitalization Era From 100 Respondents (n = 100)

<table>
<thead>
<tr>
<th>No.</th>
<th>Questionnaire</th>
<th>f</th>
<th>No.</th>
<th>Questionnaire</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td></td>
<td>10</td>
<td>2.</td>
<td>46</td>
</tr>
<tr>
<td>2.</td>
<td></td>
<td>52</td>
<td>3.</td>
<td>46</td>
</tr>
<tr>
<td>3.</td>
<td></td>
<td>38</td>
<td>4.</td>
<td>2</td>
</tr>
</tbody>
</table>

Table 2. Research Results of the Millennial Generation in the Digitalization Era From 100 Respondents whose Answers Have Been Categorized Based on the Similarity of Answers

<table>
<thead>
<tr>
<th>No.</th>
<th>Question</th>
<th>Answer Category</th>
<th>f</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>What interesting things have you found so that you always use your smartphone?</td>
<td>Negative (Play tiktok, games, social media and others)</td>
<td>49</td>
<td>49%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Positive (Adding relationships, media for self-development, etc.)</td>
<td>42</td>
<td>42%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>No Filling</td>
<td>9</td>
<td>9%</td>
</tr>
<tr>
<td>2.</td>
<td>Apart from using your smartphone, what activities do you usually do (activities that you like)?</td>
<td>Useful activities (Sports, studying, participating in school activities, etc.)</td>
<td>81</td>
<td>81%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Useless activities (Unclear play, smoking, etc.)</td>
<td>19</td>
<td>19%</td>
</tr>
<tr>
<td>3.</td>
<td>Mention the positive and negative impacts that you felt when you got to know a smartphone (social media)?</td>
<td>Positive impact (Adding and facilitating access to knowledge, facilitating communication, adding relationships, etc.)</td>
<td>45</td>
<td>45%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Negative impact (Loss of time, laziness, addiction, harm to health, individualism, abuse, social media crime and others)</td>
<td>55</td>
<td>55%</td>
</tr>
<tr>
<td>4.</td>
<td>Do you agree with the statement that smartphones help you increase your motivation to study or even make you lazy to study?</td>
<td>Agree</td>
<td>50</td>
<td>50%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Don’t agree</td>
<td>32</td>
<td>32%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>both of them</td>
<td>18</td>
<td>18%</td>
</tr>
</tbody>
</table>

Discussion

Research results regarding the millennial generation in the digitalization era, especially regarding the use of smartphones, there are several things that we get. Based on the questionnaire fillers, most cellphone users are in the age range of 12-15 years. We know that the age of 12-15 years is the age of grade 5 elementary school children to junior high school
level students and also includes the millennial generation. In general, children of this age are experiencing a period of transition from childhood to adolescence, which is marked by the onset of puberty. Besides that, at this teenage age, they also start looking for new things and their identity. So they will try new things, and make teenagers begin to understand themselves when they have the ability to regulate and control their emotions (Hurlock, 2011). When viewed from the generation level, namely the millennial generation. There are several characteristics of the Zilenial generation (Ridwan & Farozin, 2021) that are:

1. Literacy with advances in digital media and technology. Through smartphones, they can get to know the world very quickly, and they can master the media. The negative side is that sometimes they are lazy to learn because they already feel they know a lot. This is in line with the results of our research, where the average respondent is 100 children who fit this generation Z character. It can be said that, because of the small amount of evidence they have been able to fill out this questionnaire. The questionnaire is also a digital form because it can only be done with technology and the internet. While the negative side can be seen that there were 55% of the 100 respondents who answered that playing cellphones can have negative impacts, one of which is laziness.

2. Instant lifestyle. In this era, they can fulfill their needs quickly, easily and don’t have to wait long. But the downside is that it makes them impatient. This is also in accordance with the results of our research, where there were 45% of 100 respondents who stated that the existence of a smartphone can provide various conveniences for its users, such as an online shop using only their cellphone, they can fulfill their needs and desires. However, if under certain circumstances they are detached from the smartphone, then they will find it difficult to do something.

3. Be more critical in responding to new information. By comparing the information they know, they will be more critical. But the weakness is that sometimes they find it difficult to accept things related to faith, unless they come from a religious family. This is in accordance with the results of our research, there were around 42% - 45% of 100 respondents who stated that smartphones can be used as a medium to add insight, knowledge and new information that comes from different websites, so that with different sources. This will produce stronger knowledge based on their critical thinking about the processing of the information they get. However, because more of them want to be instant, then the acceptance of matters related to religion feels less open, than with an open acceptance of cultural differences because it is a form of tolerance for various nations.

4. Enjoy new things. They will build a mindset on the importance of innovation in their works, this is because it is influenced by the objects they see on smartphones. For example, on social media, creative videos are often circulated that seem simple and simple, so they are interested in doing it. From the results of our research, there are 81% of the 100 respondents who like positive activities outside of playing smartphones. Among these activities there are activities that they do because they are motivated by smartphones, such as cooking.

5. Having a consumptive nature but also productive. For those who have money, they will like goods, so they have the desire to have the desired product, and not because of a need. This can also be seen in the results of our research, that there were 45% of the 100 respondents who stated that smartphones help facilitate human work, one of which is shopping with an online shop, they just need to order. However, with the online shop too, sometimes it makes humans become consumptive and wasteful. On the other hand, those who are limited in material or money or want a cheaper price and if it is affordable to produce it, then they will think as creatively as possible to produce the product they want.
6. Smartphone is the most valuable item. Smartphones are like windows to the world for them, which can really help with work or study. Without a smartphone they will feel lost, like losing a dearly loved friend; and maybe they will be depressed. This can be proven in the results of our research, where there are 52% of 100 respondents who consider the existence of a smartphone important and valuable in their life. Apart from these things, our respondents also stated that the existence of a smartphone is considered very important because it is primarily a means of communication.

7. Are individual, so they pay less attention to their surroundings. We also found this in our research results, that some 55% of the 100 responses stated that the negative impact of smartphones is that they cause individualistic attitudes.

From the characteristics and results of the research that we have done, it is undeniable that this digital era has a negative effect on the life of the millennial generation, namely: (a) decadence (moral decline): children’s souls are getting tougher, now they tend to be bolder and fading attitude of politeness to parents, teachers and adults, (b) problems in mental health: there are more and more cases of mental disorders and anti-social which have become a normal phenomenon experienced by the millennial generation. c) smartphone addiction which results in forgetting time so that it interferes with their learning and worship activities (Yusuf & Nurihsan, 2012).

In facing the era of digitalization in the millennial generation, of course the millennial generation requires very mature readiness to face the various challenges that will occur. The millennial generation is expected to have provision and preparation, one of which is by internalizing Pancasila values through character education because basically Pancasila and the millennial generation are two things that cannot be separated. Therefore, the digital era must be taken seriously so as not to have a negative impact so that this digital era can have a positive and beneficial impact on life (Putri & Anggraeni, 2022). Character education aims so that students, especially the zilenal generation, are able to become the nation’s successors who have good morals and morals in accordance with Pancasila values. In realizing character education, the Ministry of Education and Culture (Kemendikbud) designed an independent curriculum which included Pancasila Student Benefits.

The Pancasila Student Profile is the embodiment of Indonesian students as lifelong students who have global competence and behave in accordance with Pancasila values, with six main characteristics: having faith and fear of God Almighty and having noble character, diversity, mutual cooperation, independence, critical reasoning, and creative. The existence of this Pancasila student profile should be properly realized so as to produce Indonesian students who have noble character, have qualities that can compete nationally and globally, are able to work with anyone and anywhere, are independent in carrying out their duties, have critical reasoning, and have ideas creative ideas to develop (Kahfi, 2022). Implementation of character education through profit Pancasila students namely:

1. Have Faith, Fear of God Almighty and Have Noble Character. It is important to implement this so that the younger generation does not get carried away in worldly affairs. In the current digital era, the younger generation tends to be addicted to smartphones so they forget the time and put aside matters of worship. Therefore, having faith and fearing God is an important foundation that must be held by the younger generation. In addition, in order to foster morality, it is necessary to apply 5S (Smiles, Greetings, Greetings, Politeness and Politeness) which aims to prevent fading of manners, not to eliminate the title of Indonesian people who are indeed considered friendly.
2. Global diversity. This diversity is related to diversity in Indonesia. As we know that Indonesia is a country rich in ethnicity, race, culture, beliefs and customs. Nowadays, we often see fights and hostilities that occur in cyberspace which are only caused by trivial things such as differences of opinion, belief or ethnicity. In this diversity, of course, the Indonesian people, especially the younger generation, need to have an attitude of tolerance so that fights do not occur.

3. Mutual cooperation. Gotong royong has similar populist characteristics with the use of democracy, unity, openness and togetherness. Working together means having the ability to work together. In this connection, it is hoped that the Indonesian people will have the ability to work together or work together as we often see where people in cyberspace (netizens) work together to help each other in thoroughly investigating law enforcement that is taking place unfairly, working together to make open donations to help other people who need a helping hand even though the assistance is not given directly but is carried out by utilizing current technological developments, for example through the method of transferring money, sharing something that really needs assistance together, such as searching for information about missing persons, and so on.

4. Independent. Independence means that there is a sense of awareness of himself, aware of his needs and shortcomings and aware of the situation or circumstances faced.

5. Think critically. In its implementation, the younger generation is expected to be able to sort and choose the amount of information they get so that they are not easily carried away by the flow of unclear information such as hoax news.

6. Creative. In the Pancasila profile, creative means that students are able to produce their work. Themselves either from modifications or things that are original, meaningful, useful, and influential (Sherly, et al., 2021). In relation to the digital era, it is hoped that the younger generation can use smartphones as a place to channel creative ideas.

Thus, education is one of the most appropriate ways to overcome the erosion of national character. Education can be used as a preventive alternative because education builds a new generation of a better nation (Mardlotillah, 2013). Education can be used as a forum for forming and developing the identity of the nation’s generation in order to educate the nation’s life so that in the end it can create smart and good citizens.

CONCLUSION

Science and technology, which we usually know as science and technology, is currently ruling the world. All activities carried out by humans every day require science and technology and all that we use in our daily lives come from science and technology at this time human life really needs technology and is very attached to science and technology, cannot be separated and separated because science and technology itself is very useful for human life today to facilitate work and everyday life. The use of science and technology is different for each generation, the generation that always applies all its activities to science and technology is “Generation Z” or also called Generation, Net Generation or Internet Generation, namely the generation that is able to apply all activities at one time such as tweeting using a cell phone, browsing. But there are lots of misuses of science and technology that can threaten the existence of human life, especially Generation Z, therefore the development of science and technology must of course be accompanied by the values of Pancasila. Pancasila is used as the basis for the development of science and technology so that it always has a positive impact on the life of the Indonesian people. To face globalization today, society needs a fortress, namely by instilling the values and norms contained in Pancasila in everyday life so that it fosters a
strong sense of nationalism, which is not easily shaken by the influence of globalization that is currently developing. In addition, character education is also important for students, especially Generation Z, to strengthen good morals and morals in accordance with Pancasila values. Generation Z also needs parental direction and intervention so that they can use digital media in a good way, parents can make rules for using devices and set screen time limits and provide assistance to children and monitor children’s activities in cyberspace.

BIBLIOGRAPHY