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## STRENGTHENING CITIZENSHIP EDUCATION LEARNING THROUGH DIGITALIZATION INSTRUCTIONAL MEDIA

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### Abstract

Citizenship education is an integral part in the formation of a good society democratic and responsible answer. With development technology digital, media learning has undergone significant transformation, enabling the integration of civics education into digital platforms. This article explains how to digitize learning media influence education citizenship with discuss various platforms digital, application, and content which facilitate learning citizenship. change this give access which more wide to student, increase involvement they in learning, and enables the adoption of more interactive and learning approaches adaptive. The digitalization of learning media in the world of education is increasingly visible. Objective research this is analyze strengthening learning education citizenship through digitalization media learning. This study use method study qualitative, with use analysis data which nature inductive. Results study show that Digitalization of learning media as a strengthening in Citizenship Education done between other: Empowering himself as citizen which independent, active, critical, and responsible for participating effectively and efficiently in various activities society, politics and government at all levels (regional and national); Understand how citizen carry out role, right, and not quite enough answer personal for participate in life public on all level (region And national); Understand, appreciate and apply the values of character, democracy, human rights, and nationalism in social, national and state life. Therefore implications from results this study is innovation learning in Education Citizenship very needed as wrong one effort strengthen and reach competence citizenship.

**Keywords :** Education Citizenship; Media Learning; Media Digital

### Introduction

Education citizenship, or civic educational is subjects or subject which characteristic general and fundamentals. religion education citizenship in indonesia is one of the means to achieve national education goals such as those stated in article 3 of the law education national, number 20 year 2003, which say that objective education national directed for build personality child and bring students to develop all their potential and values, so that able to fulfill his life's obligations, both as individual creatures and social creatures, to become human beings who believe and devout to lord which maha one, moral glorious as citizens country which responsible. Hence the mission of Citizenship education (Civic) is to bring mission education moral nation, form inhabitant country which intelligent, democratic, and moral glorious, which in a way consistent conserve and develop democratic ideals and building national character. Of course, you can use digital-based learning applied in various educational sciences, which in the learning process require the role of a teacher or educator who supports the digital-based learning process the can walk fluent in accordance objective learning do government Indonesia various policy to use push spread virus corona wrong the only one social distancing, physical distancing, even restrictions social scale big (PSBB). Policy the impact on various fields specifically education in Indonesia. Efforts to improve the quality of education during the current pandemic cannot be separated from process enhancement and renewal media learning which used during process learning. function media in learning own role which very

important. Role media in activity learning is for reach effectiveness and efficiency objective learning. Usage media learning in process learning between other: awaken desire and interest which new; increase motivation and stimulation activity study; as well as can influence psychological to participant educate. Use media learning which oriented on learning will very increase vitality process learning, and on the same time transferring information and learning content. Apart from inspiring motivation and student interests, learning media can also help students improve understanding they, displays data online attractive and reliable. Media is intermediary or introduction message from sender to recipient message (Arsyad, 2011; Sadiman, et. al, 2014). Opinions from experts imply the same thing, namely the media is everything that can be used to send all messages from sender to recipient, so that it can stimulate students' thoughts, feelings, attention, interest and attention, so the learning process can take place. The definition of learning media is a combination of materials and tools or a combination of software and hardware (Sadiman, et. al, 2014:4). Miftah (2013) own opinion that media learning is all something (Can form tool, material, or circumstances) which used as intermediary communication in activity learning.

The learning process is a communication process and takes place in a system, so learning media occupies a quite important position as a component system learning. without media, communication no will happen and process learning as process communication also no will can taking place in a way optimal. media learning is component integral which no can separated from system learning. By general the benefit of learning media is that it facilitates interaction between teachers and students so that activity learning more effective and efficient. Election method learning very influences the learning media used. This means that media selection learning must be based on the learning methods used. Therefore use media learning can bring benefit big to success implementation learning activities teach in class. The types of learning media currently vary greatly, influenced by their nature and characteristics that he has. Therefore, media can be classified in various ways to fulfill learning needs in the classroom. The teacher's precise, careful and comprehensive understanding of the classification and selection of media types is a determining factor in the accuracy of conveying content learning messages from the message source to students as message recipients. Types of media learning which normal used consists on: media audio, media visual, and media audio visual motion. With media there will be active two-way communication, whereas without media teachers tend to talk one way. Apart from that, if we differentiate the function of learning media, it can be seen from two sides, namely the side educator, and side participant educate. Hujair AH Sanaky (2013:5) disclose that function media learning for teacher that is: (a) give guidelines, direction For reach objective; (b) explain the structure and sequence of teaching well; (c) provide a systematic framework teach with Good; (d) makes it easier control teacher to material lesson; (e) help accuracy, thoroughness in presenting lesson material; (f) generate self-confidence a teacher; and (g) improving the quality of lessons. The function of learning media for students is to: (a) increase students' learning motivation; (b) provide and increase variation Study participant educate; (c) give structure material lesson And make it easier for students to learn; (d) provide core information, main points in general systematic so that it makes it easier for students to learn; (e) stimulate students to focused And analyze; (f) create condition And situation Study without pressure; And (g) participant Students can systematically understand the subject matter presented by the teacher through the media learning. Digitalization of learning media can also be developed in learning Civic education. Citizenship Education Learning provides a outlook life social public, nationality and patriotic.

In Indonesia Education Citizenship is an effort to improve the abilities of students to appreciate, understand and be able to implement the values of Pancasila as footing in behave in life public, nationality, and patriotic, so will born a inhabitant country which own not quite enough answer and also can reliable. Challenge in development technology and information on era modern this no limit teacher in developing a learning medium, it is precisely with this development that teachers can with easy give material learning and do a evaluation nor measurement participant creativity educate. Education citizenship as program curricular is rides/vehicles Which will deliver individual inhabitant country reach objective become human indonesia which own flavor nationality and love land water. By macro- national Education Citizenship is one component of education to realize commitment nationality and patriotic Indonesia. Listen objective from eye lesson Education Citizenship above, then Citizenship Education has and is in line with three the main function of citizenship education is as a vehicle for developing citizens democratic ie develop intelligence citizen (civic intelligence), build civic responsibility and encouraging civic participation participation). These three citizen competencies are also in line with the three components of education good citizenship, namely civic knowledge and skills citizenship (civic skills), and national character (civic dispositions) (Branson. 1998). To develop the three components of Citizenship Education various things are needed various methods, media and learning techniques. Ability to use various methods, media and learning techniques will influence student learning success, good success in cognitive domain, affective and psychomotor. With thereby this study analyze how? strengthening learning Education Citizenship through digitalization media learning, that is

can sustainable with the achievement of learning objectives, learning indicators, as well as comprehensive towards increasing competence Civic education.

### Research Methodology

This study nature qualitative with more prioritize invention, reading, explanation, conveying meaning through data symbols expressed in the data collected. Therefore, the resulting data is not in the form of numbers, but in the form of an elaboration of description from the urgency of digitizing PPKn learning media. One of the aims of qualitative research is to explain a phenomenon in depth by collecting data which is as deep as possible, which shows the importance of depth and detail in data which researched. Procedure implementation study qualitative nature flexible in accordance with need, as well as situation and conditions in the field.

### Result & Discussion

Education Citizenship originate from translation Language English ie "civiceducation". According to Samsuri (in Susilowati, 2015) opinion that education citizenship is a way to prepare the nation's next generation for the sake of become a citizen who has the skills, knowledge and values to participate actively in society. Development of citizenship education in Indonesia cannot be separated from the development of citizenship education in the United States as a country that pioneered the concept of civic education. Citizenship education in Indonesia and Amerika has the same goal of forming good and intelligent citizens and smart citizens). In Indonesia, civics education or what is often known as education Pancasila and Citizenship (PPKn) at elementary, middle and high school levels. While at the level college level, education citizenship become eye studying must curriculum (MKWK). Citizenship Education at elementary, middle school, high school and higher education levels with the various nomenclatures aim to build a society that has the spirit of Pancasila who has character and is also intelligent. This civics learning contains Pancasila as the basis Indonesia, then taught about the 1945 Constitution, Indonesian history from the kingdom period, colonialism until after Indonesia's independence, love of the homeland, recognition of rights human rights, the Indonesian constitution, norms, applicable laws, democracy and many more again. Education Citizenship in Indonesia in its development on range year 1962- In 1998 there was a name change which was followed by a change in the focus of the field of study. This citizenship education was first implemented in Indonesian schools at the Indonesian school level SMA with the designation civics subjects in the 1962 curriculum. The content of the material taught, namely regarding the Indonesian government based on the 1945 Constitution Second, after exists replacement curriculum eye lesson civics change name become education citizenship state (PKN) in the 1968 curriculum. In the 1968 curriculum at the elementary school level it is taught Indonesian history and earth sciences, at junior high school level, Indonesian history and the constitution are taught including Constitution 1945 in inside, in level Senior High School more emphasize learning about Constitution 1945, which final on level studying teach material about defend country in frame resilience national. Education is an effort to build and prepare students through guidance and training for future generations of intelligence and character (Bakry, 2009, matter. 2; Nurgiansah & Rachman, 2022). For embed character which good and guided in values Pancasila which is base country Indonesia. So education citizenship is wrong one strategy in build character public Indonesia, specifically For generations young so that No easy carried away by current current development. As is happening in the current era, there is a huge influence of external culture strong and dominate so that lots public which affected and leave character nation and values Pancasila sake for follow trend latest. Development technology which easier to access and without any filters first so it's not just people only adults can access it, but children can also access it easily about bad things. Later the child can imitate these actions, if not there is guidance from adults. This will certainly damage the morals of society in particular young generation.

This is proven by the increasing number of human rights violations, corruption and drugs, often breaking regulations, crime, online crime, then a westernized lifestyle which tend free do what just so that no in accordance with character nation. People relatively easily believe news that is not necessarily true, so it is easy for provoked. So that already no foreign again if happen anarchist which done public specifically child young which on behalf of freedom opinion. however democracy indonesia is often misused for personal or group interests, and this is not uncommon do anarchist which damage public facilities or even detrimental person other. Era digital supported with technology which the more advanced and makes it easier for do something including in change innovation learning. education citizenship is wrong one eye lesson which known in school with learning to memorize reading which results in a feeling of boredom and lack of interest to the lesson. For this reason, through the use of current technology, it can be used to develop a citizenship education learning model as a means for supports character strengthening for society. Learning media is really needed because provide interest to students in understanding learning materials for develop the knowledge they already have (Trisiana, 2020). Today's society is far away

understand and understand more about technology compared to contemporary society formerly. There are no restrictions for people to seek information from various countries expand outlook they about education. Because moment this distance and time instead something barriers to making changes in the digital era. easy access to electronic media can utilized for learning. Media Alone own understanding as draft draftcommunication which acts as a means of conveying messages from the communicator to the communicant so that can influenced (Danial & Djuherman, 2007; Hanum, 2020). In context learningthe use of media is known as learning media. Learning Media according to Gagne (in Hanum, 2020, matter. 4) defined as "the term instructional media has been definedUS the physical means via which instructions is presented to learners". Element media divided becomemedia voice, motion, and visual. in election media learning in frame the development of learning models must be appropriate and appropriate to the context of the study lesson which concerned and the situation of the students.

Development model learning own objective for create activity optimal learning so that the targets to be achieved can be achieved optimally. According to Wiratmojo and Sasonohardjo (in Angraini, 2017) the use of learning media in stage orientation teaching very help effectiveness process learning And conveying messages and lesson content during learning. So there is a need change model learning education citizenship for change method think and methodsociety's view of a phenomenon that is occurring. so far there have been many phenomena that occur in the environment around society due to the wrong use of technology. But, part of society is lacking aware of this. Education requires "linking since" between learning theory and educational praxis must be balanced (Trisiana, Sugiaryo, & Rispantyo, 2019). Learning design is considered as two matter liaison because design learning is knowledge Which formulatelearning actions to achieve the desired end result of the activity. Aspect Learning design is divided into two, namely psychology which is related to learning theory and communication media related to the learning model that will be used (Rachman, 2021; Rachman & Azam, 2021; Trisiana et al., 2019). Criteria election media must developed in accordance with objective which want to achieved, condition and limitations which there is with see ability and characteristics from media which concerned (Sadiman, Raharjo, Haryono,& Harjito, 2009). Another opinion says that when choosing media you need to pay attention such as what message will be conveyed, how the message will be conveyed, what the characteristics are subject matter (affective, psychomotor, or cognitive), consideration of number of students, ability production, And plan development as well as production media the (Komalasari & Saripudin, 2017, p. 211). There is pandemic covid-19 demand education for can do adjustment in implementation of education. One of them is changing the face-to-face (offline) learning method went online during the pandemic. Online learning content still needs to continue to be refined so that more interactive so that possible student can more involved (engaged) in process learning. The quality of technological support also needs to continue to be improved, as is facilities used by content provider companies. circumstances the latest information and communication technology does not automatically create an environment innovative and quality learning. For that, it is necessary to add a value in the form on enhancement motivation vasi and involvement student. this is it part from portion education citizenship. Condition pandemic Covid-19 this result change which outside normal, including fields education. As if all over level 'forced' education transform for adapt in a way suddenly drastic for do learning from house through media online (on line). digitalization media in education citizenship is possible carried out as follows this:

#### *Activity Introduction*

1. The teacher opens the lesson with an opening greeting and a prayer to start the lesson, checking student attendance as a disciplined attitude, preparing participants physically and psychologically educate in initiating learning activities through cartoon media
2. The teacher provides an overview of the benefits of studying the lessons to be studied with using digital cartoons
3. Analyze threat which happen in the country indonesian unity republic
4. Serving results reasoning about threat to country unity republic Indonesia.
5. Teacher hook material be alert threat to position Country Unity Indonesia Republic with experience participant educate, remind return material precondition with ask, submit question which there is the connection with lesson which will done
6. The teacher tells students about the learning media that will be used in the process study namely the media poster visuals.

#### *Activity Core*

1. Participant educate given motivation or stimulation to center attention on topic threatto country unity Indonesia. Republic

2. Analyze threat to position Country Unity Republic Indonesia with method: Viewing (without or with tools) Observing, Reading (done before home activities learning in progress), Listening, listening to the introductory explanation of the activity in line big/global about material lesson about threat position Unity Indonesia. to Country Republic
3. Teacher show poster education to student and teacher give chance on students to identify as much information as possible on the poster from what is observed or questions to obtain additional information about what was observed (starting from factual questions to hypothetical questions) develop for creativity, curiosity, ability to formulate questions for forming critical thinking that is necessary for intelligent living and lifelong learning, for example is which intended with threat to position Republic of Indonesia?; Why threat there is in the nation Indonesia?
4. Students collect relevant information to answer the questions they have asked identified through activity, each other swap information, convey results discussion form conclusion based on results analysis in a way oral, written, or media other for develop attitude Honest, thorough, tolerance, ability think systematic, disclose opinion politely
5. Activity closing do reflection experience study teacher, together student, do result evaluation towards reflection on learning outcomes.

## Conclusion

Strengthening citizenship education by promoting character, character, attitude or daily living habits that reflect good citizenship include attitudes religious, tolerant, honest, fair, democratic, value difference, honor law, honor right person other, own spirit nationality which strong, own flavor social solidarity, etc., can actually live in society. Development in the current digital era, it could be said to be a new breakthrough in the 4.0 revolution as time goes by, the technology produced becomes more and more sophisticated. This can be seen from one of the sophistications media digital so that every child, teenager, adults, even parent average certain has a mobile phone communication tool that makes things easier in various aspects. But every Positive impacts are also accompanied by negative impacts which are of course due to sophistication technology moment this so very easy for do what just, even with easy accessing negative things on the internet. Not only that, crimes now often occur consequence it's easy in use technology and which most worrying is crime is now dominated by children or underage teenagers. That's why it's necessary strengthening character so that you don't get carried away easily in this digital era. One of them is existence eye learning education citizenship who plays a role important in formation character based on values Pancasila, so that expected with exists education Citizenship in both formal and informal schools is able to strengthen national identity with succeed implement values Pancasila in life daily especially the younger generation, to have a strong foundation so they can avoid impacts negative of the digital era. So that the learning objectives of citizenship education are strengthened young generation characters succeed in the digital era which the younger generation tends to prefer to see Cellphone so there is a need learning innovation.

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