Growing and Implementing Student Character Through The Use of Literacy in The Digital Era

Kurniani Nasution[1], Anisah Salsabilla[2]
Universitas Muhammadiyah Sumatera Utara
Email: [1]kurniani.nst07@gmail.com, [2]asalsabilla222@gmail.com

ABSTRACT
The development of technology in the world of education creates many conveniences, including increasing abilities and facilitating access to learning, however, if its use is not balanced by the cultivation of character education, this will lead to a decline in the value or absence of students' character values in the 21st century. The aim of this research is to determine the benefits of digital literacy in the growth and development of student character. The research method used is a descriptive-qualitative method with a literature study approach. Data sources are obtained from analysis results and conclusions obtained from journals. The results of the analysis from this research are that in developing students' character in the 21st century, digital literacy plays a very important role because children tend to be more interested in things related to technology, YouTube and other social media can be used by teachers or educators as a forum for channeling the development of character values. . The conclusion of this research is the use of digital literacy, supervision from parents and teachers by providing or limiting digital ethics, so that students avoid negative words.

Keywords : Education, digital literacy, character

Introduction

The world of education is a process for students to go through their learning period at school. Education is a set of tools to fulfill a person's desire to learn, be creative and become a student with character. So education is an effort to build human character which is carried out with designs, methods and strategies that adapt to the environment. The character of a nation is developed in the character of each individual citizen. Thus, character can be developed through the family environment and school environment. The character education that schools must develop is good character, in terms of moral education, character education, religious education and character education. There are 18 values in a student's character in character education as mandated by the Ministry of National Education in Indonesia in the 2003 curriculum, including religious, honest, tolerant, disciplined, hard work, creative, independent, democratic, curious, national spirit, love of the country, respect. achievement, friendly or communicative, peace-loving, fond of reading, environmental writer, social care and responsibility. With 18 values in character education, schools can readjust the basic values they want to achieve. Character education is very important to emphasize certain values such as respect, responsibility, honesty, caring, fairness and helping students to understand, pay attention to, and implement these values in their own lives to achieve success in life according to (Dinie Anggraeni Dewi[1] S. I., 2021). The development of digital technology has had a major influence on the world of education. There is a strong push according to teachers for "digital literacy" and utilizing digital technology into learning activities. The use of digital technology in learning can be interpreted as a digital processing system that encourages active learning of knowledge, inquiry and exploration in students, and allows for long distance communication and various data that occurs between teachers and/or students in different physical classroom locations. This is an expanded use of technology from a mere information delivery system And also clarifies its wider role and use in different classrooms, entire schools and other learning centers according to (nandang hidayat, 2019).

Digital literacy according to(Dinie Anggraeni Dewi[1] S. I., 2021) It is a person's skill in understanding digital content. Understanding literacy, the majority understand that it is just the ability to read and write. In the early period of literacy progress, literacy was interpreted as the ability to use language and video in various forms to read, write, listen, speak, see, express and reflect ideas critically. Further progress shows that literacy is related to social situations and applications. Teachers' digital literacy has a big influence on student learning outcomes. The learning environment has the greatest influence on learning outcomes. Overall, teachers' digital literacy and the learning environment have an impact of up to 88.6% on learning outcomes according to (Eneng Yuliana, Pengaruh Literasi Digital Guru dan Lingkungan Belajar terhadap hasil belajar siswa sekolah dasar, 2023). According to (Ade Irma Suriani, 2022)the intellectual process related to digital literacy, there are 3 categories, namely the first is searching for and consuming digital content, the second is creating digital content and the last is communicating digital content. Digital literacy or also called media literacy is closely related to learning media which will support learning activities. One example of digital literacy used in the world of education is computers. With this computer, students can search for or obtain information, store and process information that is useful as a reference in the learning process. Digital literacy is not only the process of students using media, but the process or way students use the internet and its role in its growth.

Research Methodology

According to Mulyana, research methods or methodologies are the processes, principles and procedures that we use to approach problems and find answers. In preparing this article, research was carried out using qualitative descriptive methods, namely by using the type of library research, the method of collecting library data, reading and taking notes as well as processing research materials is closely related, where library research is a series of activities. The author uses a content analysis approach to gather relevant information related to the topic in this article. This research is a type of descriptive research using a qualitative approach. Qualitative research is a research method based on the philosophy of postpositivism, used to research the conditions of natural objects, (as opposed to experiments) where the researcher is the key instrument, data collection techniques are carried out by triangulation. (combined), data analysis is inductive/qualitative, and qualitative research results emphasize meaning rather than generalization. research procedures that produce descriptive data in the form of written or spoken words from the people or actors being observed. Then emphasizes that descriptive research is a research method aimed at describing existing phenomena, which are taking place now or in the past and does not manipulate or change the independent variables, but describes a condition as it is.

Results and Discussion

Understanding digital literacy and digital competence

Digital competence and digital literacy are closely related but not identical. Digital competency can be considered a multi-faceted concept that arises from several backgrounds. Digital competency is considered a core competency in policy papers but is not yet a stable concept. These differing opinions mean there is still no clear assessment guide for digital competency. While some perceive digital competence as the technical use of ICT, others define it more broadly as the 21st century application of knowledge or skills. In the development of global technology, e-learning is a form of information technology that can be applied in the field of education. E-learning is a transportation of the teaching and learning process in schools to a digital generation. By using e-learning technology the teaching and learning process can take place live or virtually. There are also those who interpret e-learning as a form of distance education carried out via the internet. Various innovations in digital media-based learning make learning more effective and efficient. The use of digital technology in learning allows students to experience real learning experiences and be able to interact with other individuals without needing to meet face to face. Education reformers point out that the emergence of digital technology as a new technology will radically change what people learn, how they learn and where they learn.

Developing student character through the use of digital literacy

Digital literacy is not just the ability to use software or run digital alternatives, but digital literacy is the complement of various types of related cognitive, sociological and emotional skills that users need to be able to function appropriately in the digital environment. Currently, an important capability for students is digital literacy skills. There are negative effects on children's behavior and reading from the use of digital media and the internet based on several research conducted on Indonesian children and teenagers. This is because the use of digital media and the internet lacks supervision from parents which has an impact on the decline in the morals of Indonesian children and teenagers because not all information that comes from digital media and the internet is suitable for consumption by children and teenagers. Therefore, the role of teachers is very important in developing digital literacy in students. The aim of holding digital literacy activities in schools is to develop students' character in the 21st century. Character education can be carried out using various media, including the

preparation of watching educational material for 15 minutes from the start of learning through projector management. Then, through education that comes from the family as the first educator and in education, namely schools starting from elementary school to college, the formation of character in students aims to be an effort to build the values of caring, kinship, discipline and honesty by directing good character or personality. Efforts made to instill character education in education are carried out by including character values in the syllabus and lesson plans. There are seven basics regarding character education that need to be conveyed, namely the first as the best way to ensure students have good personalities in life, second as a place to form strong character where students do not get it in other places, third as a form of improving achievement academic, fourth as a form of planning for students to accompany other people to live side by side in various environments, fifth can be social moral problems, in the form of violence, violations of sexual activity, lack of enthusiasm for studying or working, dishonesty and impoliteness, sixth as a form of planning in facing life at work, and seventh as a form of education on cultural values which are a component of the work of civilization.

The relationship between digital literacy and student character

Digital literacy can help students in their learning, for example in terms of creating point learning modules with features in forming software that can be used for learning, it is hoped that this can help students improve the quality of their learning. The conditions of life in the 21st century are very full of challenges and competition. Learning technologies include web 2.0, encouraging students to explore information involved in direct interactions and collaborate to strengthen 21st century skills, or core competencies. This has a big impact on high levels of depression in addition to the availability of opportunities for those who have life competence, and have multiliteracy which strengthens the physical, mental and intellectual capacity of students. Therefore, students are required to have very strong character in order to face the challenges of the 21st century. Students who can use or utilize digital literacy well can have character elements that cannot be seen directly, such as responsibility, discipline and honesty.

Strategic steps for developing student character through digital literacy policies

According to the need for monitoring behavior to differentiate students during learning from home at the three educational centers, namely the family school and the community, it turns out that the cooperative relationship between these three elements can build the character of students. There will be many positive influences that parents can have in their involvement in online learning carried out by students. There are several indicators that should be monitored by parents of students, namely the attitude of the students themselves which can be more characterized by increasing student achievement in handling attendance and learning. routine and on time and student discipline problems and problems related to discipline are very minimal. The closeness of students to digital media for learning provides very significant changes to the development of the world of education so they need to understand and be able to make decisions about how to utilize technology. Expanding access to digital learning resources and expanding public involvement in various forms of digital literacy activities. Many forms of implementing digital literacy activities are carried out in schools involving student teachers and education staff, as well as parents. Digital literacy is carried out by displaying digital literacy practices and making it a program and culture in the school environment. Digital literacy can also be integrated into teaching and learning activities at school so that it becomes an inseparable part of all series of student and teacher activities, both inside and outside the classroom. . Teachers and education personnel certainly have a moral obligation to act as role models in terms of digital literacy. In order to make it more massive, digital literacy programs involve public participation, such as digital literacy activists, parents, community leaders and professionals. Successful digital interaction in schools needs to be pursued through activities that foster a culture of digital literacy.

. Digital technology that can be utilized in the learning process

According to the use of digital technology in the learning process, it is a bold step towards a new world. This bold step requires innovation, creativity, tenacity and the courage to accept that the nature of knowledge has evolved in the digital landscape. The following are a number of digital technologies that teachers can utilize to improve the quality of the learning process which is characterized by active learning, knowledge construction, inquiry and exploration in students, whether physically in the classroom or away from the teacher's reach.

1. Interactive whiteboards (IWB). This technology allows images from a computer to be displayed via a digital projector onto a large board or onto a wall where users can interact with the content on the board using a finger or stylus. Over the past decade, interactive whiteboards have become a popular teaching and learning tool especially in elementary school classrooms. Research from recent literature reports high levels of student motivation, teacher enthusiasm and whole-school support associated with these technology tools. Many studies to date have reported the potential of interactive whiteboards to improve the quality of the

teaching and learning process by increasing the level of communication interaction and collaboration.

2. Software application. Various applications are already available or have been developed independently for learning purposes. These applications are designed to operate on mobile devices such as smartphones and tablet computers. Utilizing software applications can facilitate a personal learning environment that is useful or important for future learning. The use of software applications will encourage changes in the face of education and the various ways in which today's so-called students, who are often also called the net generation or millennials, use technology to learn. Software application points, if used in learning, can support that learning, enabling the individual's role in managing his own learning.

3. Web 2.0 which refers to the second generation of the word wide web.web 2.0 includes features and functionality that were not previously available, for example podcasts, blocks, Wiki, RSS (Rich site summary). RSS is used to update regularly changing web content , social networking and tagging.

4. Social media is the point in today's digital era, social networks are taking a central role in learning in informal environments. Social media offers young learners such as elementary school students to explore complex responses and participation with cultural content. Of course, in its application it is necessary to consider digital transformation and literacy and the process by which students can easily connect with knowledge in informal learning environments to become active cultural participants.

In this era of globalization, humans can very easily use existing technology and not only adults but also children. Technology is currently used in the world of education because it really helps the learning process and scientific development. Apart from that, technology can also be used as a communication tool between educators and students. However, technology has both positive and negative impacts in the realm of education. There are several things that we know that cases of *cyberbullying* , brawls between students, violence and sexual abuse of children are a weakness of the nation's character. Therefore, good national character must be formed and educated from an early age so that society is able to instill good traits and behavior from an early age so that it can determine the crime rate in the cases above

Conclusion

Character education in the family, school and community environment is important for students' good mental and physical character. Character education with digital literacy is an effort to fulfill the use of digital literacy in today's technological world and is a challenge for teachers. Developing students' characteristics is the first step in forming them from a family of character education at school to the next stage. The family and school environments must be in harmony to become a bridge in the next stage of forming good student character. Digital literacy can be done anywhere with communication tools such as cellphones and in the form of e-books or e-learning. By looking at the current conditions when distance learning can take full advantage of digital literacy because there are more opportunities and students learn from home, the point of utilizing digital literacy is full supervision from parents and teachers by providing and limiting digital ethics as part of digital literacy that must be instilled in participants students, so that students have a responsible character and avoid negative impacts both on society and online. Teachers' digital literacy has a big influence on student learning outcomes. The learning environment has the greatest influence on learning outcomes. Overall, teachers' digital literacy and the learning environment have an impact of up to 88.6% on learning outcomes.

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