Digital Literacy On Constructivist Philosophical Aspect

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ABSTRACT

Indonesia is the third in Asia with internet users reaching 212.35 million people in March 2021 according to internetworldstats data. After the Covid-19 pandemic, there were changes in habits that appeared because they had never happened, thus triggering the community to find the right solution in overcoming changes in both activities and habits. The platforms that are often accessed are social whatsapp, facebook, youtube, Instagram, tiktok, telegram, twitter and line with the age range that often accesses is the age of 13 to 18 years. Internet access in the form of social media platforms has not been able to balance their ability to use digital media to develop their potential in the form of critical thinking patterns and build logic. Digital literacy in constructivist philosophical aspects uses literature research methods from several relevant sources. The purpose of this article is to describe the addition of knowledge and a constructivist learning process through digital literacy. The results of this literature study showed that when constructivist philosophical aspects were formed in individuals, they would build critical thinking patterns in processing information in the form of symbols and writing.

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INTRODUCTION

Philosophical basis constructivist has born by John Dewey in democracy education (1916) mentions that school as mirror more society big and class to be laboratory for investigation and resolution problem in life real. Later Piaget and Lev Vygotsky developed draft constructivism that is used backup education 21st century. Principle base constructivism prepare student in interpret self to the real world through experience and can solve complex problems related with the world's life is getting competitive based technology.

Learner 21st century demanded for becomes digital student and independent thinking but no miss from values and norms that exist in society. They know the world around they through device digitization including gadgets, iPads, computers and media applications other (Pafrey & Gasser, 2008). They have close access of the instant worldwid , communicate with clicking button

(Perry & Stallworth, 2013). The students also have high hopes for speed (Lemley et al., 2014) and access information by free.

In studies literature, digital literacy is a multidimensional concept that includes complex integration from knowledge, skills, attitudes and cognition needed in use technology, trust system self, creative and critical (Martin, 2006) bring significant impact for life every day and involve mastery of ideas than just knowledge and skills by technical . (Jansen, et al, 2013). Could concluded that understanding by conceptual that digital literacy used variety depends with corner look by philosophical from everyone, so many very types from literacy, such as media literacy, literacy information and digital competence.

Remember that how importance digital literacy in society, then based on Association survey data on Asosiasi Penyelenggara Jasa Internet Indonesia (APJII) stated: that 76.63% or more of 3 out of 4 respondents' group 13-18 years old confess increase frequency use the internet. Percentage respondents who increase use the internet the bigger from group 19-34 years old. There are 53.99% of the 19–34-year group who admit increase use the internet. Furthermore, there is 47.91% of respondents group age 35-54 years which increases use internet and only 31.93% of the group 55 years old to top that enhances use the internet. The APJII survey involved 7,568 respondents obtained *from probability sampling with multistage random sampling*. This survey conducted on January 11- February 24 2022.

Based on the results of the survey, then in the range 13-18 years old reach 76.63% or more of 3 of 4 confess increase frequency use the internet. At the age, they enter into the category student at level Junior High School (SMP) and Senior High School (SMA). This data implies that among digitalization process learner using the internet is very dominant related category above age them, as well thing this is also seen on their digital platform open in the form of WhatsApp, Facebook, You Tube, Instagram, Tik Tok, Telegram, Twitter and Line. This recorded in report *Indonesia Digital Literacy Status* 2021 released Ministry of Communication and Information together Katadata Insight Center (KIC).

Based on chart above, then could be detail that 15.9% use WhatsApp more of 8 hours/ day, 16.3% for 5-8 hours/ day, and 40.3% for 2-5 hours/ day. Whereas application social media other by general accessed in more time short, with details like seen on the graph. Facebook , for example, the majority or 58.6% of users using social media that not enough than 2 hours/ day. Then respondents who use Line less from 2 hours/ day reached 75.5%, Twitter 73.3%, Telegram 69.9%, Instagram 57.6%, Youtube 54.9%, and TikTok 52.6%. Survey conducted against 10 thousand respondents spread throughout Indonesia in October 2021. Criteria _ respondent aged between 13-70 years old as well as once access the internet in 3 months last. From the data above, it gives rise to question related the facts learner who does learning process activities teaching during the covid 19 pandemic in Indonesia made activity must conducted with distance far like study teach use internet connectivity becomes thing important in every activities in life every day, however fact learner use social media only as entertainment just so that Thing this enough pity for support Skills learner in dominate *digital literacy skills* .

RESEARCH METHODOLOGY

This article discusses about analysis philosophy constructivist in digital literacy skills, the research method was analysis study library (*literature research*) from a number of relevant sources. Reference theory obtained through studies literature made as tool main nor root base for practice research in the field. Source of the research's data used in study documentation nor studies literature. Type of data used secondary data taken from sources of literature and from existing references, then conducted data collection in the form of considered documents need for interest research.

RESULTS AND DISCUSSIONS

History of Literacy in Indonesia

According to Sinau Lan Dolanan (Trilogy Reading Studio, 2018) Indonesian nation already know the world of literacy since era ancient, like existence relic pictures and writings in the cave prehistory, or imprint in various inscription as well as the temples of the era kingdom archipelago. After it's in the era colonial, we already know how literacy the more developed, one of which is RA Kartini diligent read book and write letter for his friend in the Netherlands (later made book with title " Habis Gelap, Terbitlah Terang "). Then in narration history nation, told that resistance Indonesian nation begins with a lot characters ' writing products warrior and writer letter news very critical print to government Dutch colonial.

The role of President Soekarno was very influential for eradicate blind letter among public ordinary. Because, on March 14, 1948, the Eradication program was Pemberantas Buta Huruf (PBH) even though Indonesia is feeling the transition turmoil state in post-independence. But permanent just implementation of PBH so that implementation of this program could performed in 18,663 places, with embrace around 17,822 teachers and 761,483 students. However, behind the government program carry out, by self-help is also carried out about 881 places with involving 515 teachers and 33,626 students, so that could push figure 90% blind letter to 40%. in 1960.

In 1964, President Soekarno issued command to whole Indonesian people for the success of the free program from blind letters, so that thousands of people and organizations who can read-write deployed for teach by volunteer to community that still blind letters. During Soekarno's reign in 1964, the people with range 13-45 years old has becomes literate society letters.

The Importance of Literacy

Digitization is services provided by direct for the public and then private. Recently, based on study this show that background behind social economy every individual no again obstructs in enjoy digitization so that could beyond group susceptible social economics (Schurmans & Marien, 2013). Besides that, there a number of research, such as (van Deursen , van Dijk, 2014) and (Helsper and Eynon 2013), looked at that digital skills and competencies, and abilities in make use of digital media autonomous and strategic, the more important for focus on participation full Public users.

This thing could place on how importance digital skills and digital literacy go behind with lack of explanations and differences made among various type digital skills, literacy and competencies used in research, education or e -inclusion field other. However, in the fact account digital literacy has many type concepts offered (Lankshear & Knobel, 2008). But in reality, development digital skills and competencies have been become element important on the agenda of scholars, practitioners, and makers policies around the world can focus ability inhabitant country for participate fully in Public capable utilize digitization at the moment this.

(Welsh, et.al, 2010) said that media literacy has ability for evaluate credibility information received as source information, recognize metaphor as well as use of symbols in form entertainment, advertising nor comment character politics, and also able differentiate among power pull emotion and logic and sensitive to verbal and visual arguments and are also followed with ability think critical in looking at truth information obtained from many sources.

According to (Directorate Elementary School, 2021) that literacy basic must be known there is six, among others are;

a. Literacy read write

   Literacy read write is skills for understand contents text written, both implied nor express, for develop knowledge and potential self.

b. Literacy numeration

   Literacy numeration is skills for use various type related numbers and symbols with basic mathematic for solve problem practical in various type context life every day.

c. Science Literacy

Scientific literacy is skills for fulfil phenomenon nature and social around our as well as take right decision by scientific.

d. Digital Literacy

Digital literacy is skills using digital media with ethical and responsible for get information and communicate.

e. Literacy Financial

Literacy financial is skills for apply understanding about concept, risk, skill and motivation in context financially.

f. Literacy culture and citizenship

Literacy culture and citizenship is skills in understand and behave to Indonesian culture as identity nation as well as understand rights and obligations citizen.

The Digital Literacy Concept

(Deursen, 2010), literacy is a field competence and knowledge whereas Skills is aspect technical from something competence and knowledge. (Deursen, 2010) says that there is four type practice oriented skills, consisting of (a) skills operations that lead to manipulation computer operations and devices and devices software and devices loud internet; (b) formal skills that lead to understanding and use formal characteristics of computers and the internet; (c) skills necessary information for search, select, handle and evaluate by critical internet content and digital media; (d) skills strategic for use the internet for profit personal someone.

Draft literacy cover form visual, electronic and digital expression and communication. Literacy have expanded coverage modernly, because related with technology and culture as well as ability for literate literacy must have commitment long term (Cordes, 2009).

Draft digital literacy has been introduced (Paul Glister, 1997). He not the first to use the word "digital literacy". The word digital literacy used in the 1990s for showing ability read and understand hypertext (Bawden, 2001). Glister says digital literacy has ability for understand and use information from various digital source without focuses on a list of different competencies and things this often-criticized related limit. According to the four-core competence of literacy is internet search, navigation hypertext, assembly knowledge and evaluation content (Bawden, 2008).

Conceptualization related digital literacy with difference skills and literacy according to (Martin and Medigan, 2006), They said that digital literacy is awareness, attitude and ability individual for by appropriate use digital tools and facilities for identify, access, manage, integrate, evaluate, analyze and synthesize source digital power, build knowledge new, creating a medium of expression and communication with other people, in context life certain for allow action constructive social and reflect on this process. Though digital literacy also focuses on complexity by overall from various type Skills as digital skills. Literature Review created in various aspect such as integration, evaluation and analysis media content.

The Relationship of Digital Literacy to Constructivist Philosophical Aspects

In 1948, the Indonesian government tried to finish related blind letters in post- Indonesian war independence about 90% of Indonesian people who do not could read and write so in 1960 blind letter could be pressed amount to 40% with method maintenance by self - help conducted around 881 places with involving 515 teachers and 33,626 students. Despite now in the 21st century government promote related literacy based on the 2021 Indonesia digital literacy status survey conducted Katadata Insight Center (KIC) with the Ministry of Communication and Information (Kominfo), respondents in the regions urban have digital literacy by 52.5% p this there is difference by 2.7% in rural areas. Digital literacy in Indonesia refers to four pillars, namely; *digital skills, digital ethics, digital safety and digital culture.*

Based on the results of the survey still existence difference related literacy Thing this triggered by one the so - called obstacle access infrastructure that has not equally besides that based

on from one of the village areas Allamungeng Patue , Bone Regency, South Sulawesi which has three village that is village Sumapang Sawo , Bunne and Kawerang showed that in 2019 until 2020 the lowest number related interest to learning caused of cost education, so that parents decide for support children they look for profession with method wander and seek work in the neighbor country such as Malaysia (A Nur. 2020). This thing compared to backwards with style think critical student city new week show that the indicator thinks critical with the percentage of 77% includes accurate indicators and looks for accuracy, clear and seek clarity, character open, able put self when there is guarantee and nature and know ability knowledge friends (Idris, 2018).

Digital literacy demands ability individual for think critical related source the information they find through symbols and writing so that could increase corner look constructivist as tool for interpret events, objects and perspectives in the real world so that produce meaning that is unique and individualistic. If reviewed from environment based on corner look philosophical constructivist that every individual free determine and control the environment faced, so that could be control herself alone for a failure or the success that will be found as a constructive learning process and think critically.

CONCLUSION

Constructivist philosophical aspects can build a critical thinking domain, so as to hone individual digital literacy in understanding symbols and writing in the form of information that can increase their intellectual insight to become more logical and critical.

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