Digital Literacy Building Social-Cultural Awareness

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Abstract-Globalization and modernization demanding society must be able to follow the development of information technology through gadgets in various models and application features that make it easy for people to get extensive, fast and diverse information. Internet optimization becomes the basis of digital literacy as a media search for information resources and learning enough attention and concentration. Popular digital literacy since 2005 has not been optimal in Universitas Negeri Surabaya (Unesa) students as a learning resource. This study aims to analyze the response of students of Surabaya State University to understand the latent danger and manifest knowledge in the digital world. Optimization of digital literacy has not fully build the social awareness of the nation's culture on students and the young generation so it still needs to be directed to be born awareness *local wisdom in* accordance with the noble values of Indonesian culture in the global era to build a young generation of character.

Keywords: digital literacy, awareness, socio-culture

I. INTRODUCTION

Globalization and modernization requires the community must be able to follow the development of information technology as one of communication and information media. The development of gadgets in various models and features of the application makes it easy for the public to obtain extensive information. According to Dyna Herlina (2018: 17) Dimensions of extensive digital literacy include (1) tools and systems; (2) information and data; (3) sharing and creation; (4) historical and cultural context; and (5) the development of science.

The rapidly changing direction of communication and technological developments that have entered the era of *the fourth wave* encourage the wider community to utilize the internet as a source of learning and knowledge as well as the latest news. It is still clear in our nation's memory that the socio-cultural situation in early 2018 in Indonesian society has been threatened by the hoax of hoaxes that are hard to justify. Optimizing the internet as a medium of information and learning has enough attention and concentration of the public in searching data, news and knowledge in the span of time scale is short, solid, fast, accurate and easy but difficult to be justified truth.

The term digital literacy became popular around 2005 (Davis & Shaw, 2011) which means about the ability to connect with hyper textual information in the sense of computer-assisted unstructured reading. Digital literacy includes understanding of the web and search engine *(searching engine)* which gives flexibility to the user*(browser)* for *searching* in understanding the variety of information that can be critical and reflective thinking that not all the information available on the web have the same quality. In this digital literature, the student as a user / user can choose a good search engine for their information needs, able to effectively use the search engine (eg "google search").

Utilization of digital literacy in the community, especially students is not optimal. Optimization of digital literacy production of the community in disseminating (1) information; (2) knowledge; (3) skills; and (4) technology requires full self-consequence and good self-actualization in accepting all information in the digital literacy.

Paul Gilters explains that digital literacy is an ability to optimally utilize all information from digital devices effectively and the source of the internet for all knowledge (Ried, 2012: 3). While Eshet (2002) asserted that digital literacy is not just the ability to use various sources of learning from the internet but also as a process of reflective critical thinking. This is reinforced by the opinion of Bawden (2001) that digital literacy is rooted in the process of tracking information-based computer literacy and information literacy is rapidly evolving technology. Martin (2008) states that digital literacy is a combination of several forms of literacy: computer, information, technology, visual, media and communication. Bawden (2001) also asserted that digital literacy is more associated with the ability of a person with technical skills to access, assemble, understand and disseminate information with the internet via technology tools called gadgets or the like.

ISBD (Basic Socio-Cultural Sciences) as one of the university's institutional subjects that have a vision to build social-cultural awareness on students of Indonesian character in the modern era. Through the ISBD students are expected to have enough stock to understand the phenomenon of social culture of the nation in this modern global era with a critical and reflective in accordance with the noble values of social culture of Indonesia as a manifestation of local wisdom to create *local wisdom*. In order to increase knowledge and broad insight for students, it is necessary to introduce how to utilize digital literacy wisely so that students can think critically and reflectively when *searching-googling-browsing* in search engines.

Optimization of digital literacy in the course of ISBD at Unesa provides facilitation, facilitation, context of critical

thinking which is analytical and reflective in sorting and selecting learning resources in search engine so that the accuracy of digital information obtained can optimally help the process of learning about the social consciousness of nation culture wisely. The ultimate goal of digital literacy optimization as a learning resource to give direction to students to study, analyze, and solve the social problems of the nation culture in the perspective of basic values of social culture as a form of preservation of Indonesian nation's culture is known wisely. Therefore, students are expected to have broad insight and always follow the developments that occur in society, especially the national socio-cultural issues wisely through reflective thinking that the noble values of the nation are maintained and the nation's character will soon be realized in the life of society-nation and state in Indonesia is beautiful and beautiful in social culture.

II. RESEARCH METHODS

A. Types of Research

Research This study uses the ADDIE model that is arranged systematically tailored to the needs and characteristics of student learning. The ADDIE model has 5 steps of the research process: (1) analysis *(analyze)*, (2) *design*, (3) development *, (4)* implementation *(implementation),* and (5) evaluation *(evaluation).* This research focuses on the process of reflective thinking and the utilization of literacy as a learning resource to develop students' social and cultural awareness feedback on the socio-cultural phenomenon problem in Indonesian society today. The effort of digital reflection and literature in this study aims to assess the student's response to the development of the socio-cultural aspects of the nation through several assignments and response questionnaires as feedback on the learning outcomes of ISBD in automotive D3 students in selingkung Unesa as illustrated in the research design below:
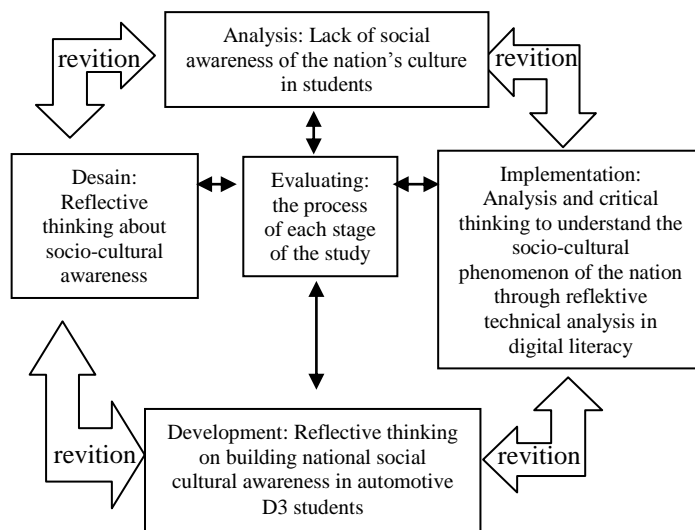
B. Subject Research The

subject of this study is a student of class of 2016 D3 automotive mechanical engineering that was taking ISBD course at Surabaya State University. The subjects of this study are used to measure the achievement of social-cultural awareness learning in the life of engineering students to see the process of social cultural awareness of the phenomenon of the Indonesian nation that increasingly bias insight into Indonesia through the reflection of some national cases that can be measured by the average percentage of learning process information from digital literacy.

C. *Techniques of Data Collection and Analysis The data*

collection techniques used in this study used a portfolio of self-evaluation and peer evaluation and questionnaires / questionnaires about student responses when utilizing digital literacy in understanding socio-cultural cases in Indonesia .. This questionnaire contains 10 questions given in 48 students who were sampled in the research design, The results of this questionnaire were analyzed by using the percentage formula. The percentage formula used:

$$P = \frac{n}{N} x100\%$$

Description:

P: final value (percentage)

n: the reality value of the results in the questionnaire

N: the maximum value that is the number of respondents multiplied by the highest value

The calculation results are then explained qualitatively to reflect students reflective responses to the socio-cultural phenomenon to build awareness of social culture of the nation that began bias in students. While for the portfolio of the results of group discussion through the scale of attitudes in this study using the formula:

$$Value = \frac{Total\ Score}{Maximum\ Score} x\ 4$$

Description Remarks:

Maximum Score = Number of Indicators x 4 The

scoring is based on Permendikbud No 104 Year 2014 namely (1) Very Good (SB) if earned 3.33 <Final Score ≤ 4.00; (2) Good (B) when obtaining 2.33 <Final Score ≤ 3.33; (3) Enough (C) if obtaining Final Score: 1.33 <Final Score ≤ 2.33; and (4) Less (K) when obtaining Final Score: Final Score ≤ 1.33

Of the two assessments will be used to see the response of D3 Automotive students in understanding the socio-cultural phenomenon of the nation based on the student perspective in the digital age by utilizing the easily accessible digital literacy via the internet in gadgets or android.

III. RESULTS AND DISCUSSION

Digital literacy as a new skill to think using digital-based knowledge sources. Digital literacy as part of the process of building critical and reflective thinking skills using learning resources and knowledge information in digital form through Internet media Sulistyo-Basuki: 2013) needs to be optimized in the surroundings of Unesa students. Based on the results of the study found that the basic ability of students in utilizing digital literacy as a source of learning to provide a positive response is supported by facilities WIFI infrastructure at every location around the campus Unesa.

Table 1. Student Response in Optimization of Digital Literacy

No.	Statement of	Respondents (%)			
		SS	S	TS	STS
1.	Through digital literacy students diligently use the internet for learning resources	20.41	71.43	6.12	2.04
2.	Students can -ngun the perception of early knowledge (constructive) and develop self-awareness for critical and reflective thinking	22.45	75.51	2.04	
3.	Students can work together in groups or communities, share ideas, suggestions and experiences (collaborative)	40.82	51.02	6.12	2.04
4.	Students can actively and enthusiastically me-mahami content material according to the educational process-disable in the expected	40.82	51.02	8.16	
5.	Students got to-miss of communication processes both inside and outside the campus	40.82	57.14	2.04	
6.	Can train reflective critical thinking skills in the use of digital literacy	22.45	75.51	2.04	
7.	Students can mela- not reflection activities	40,82	57,14	2,04	
8.	Students benefit from audio, visual and kinesthetic	28,57	7 1.43		
9.	Can public awareness memahmi thinks wise in the socio-cultural-na fenome	28.57	75.51	14.26	
10.	Students get feedback	22.45	75.51	2.02	

digital literacy as a learning resource materials and student in understanding the socio cultural material of the nation is projected in a construct of learning to understand and use information in various formats from a large number of learning resources presented through the computer with its search engine. Students as users need to pay attention to the source of information is accurate and accountable for its content (Buckingham: 2007, 43-55). Strategy and the process of accessing in digital literacy requires basic knowledge of ISBD first so that information presented in search engine can be sorted according to rationality and validity of source of information given in internet.

Based on the questionnaire data of students who have optimized digital literacy as a source of learning ISBD known that the positive response of 75.51% able to build early perceptions about the basic knowledge of social culture of the nation through various forms of digital information both video, PPT, journal and web. Also established good cooperation when the discussion process so it can be seen the ability of cooperation more interesting and

interactive because the reflective analyst thinking process seems dominant when discussing a phenomenal case.

Table 2. Awareness of attitudes in building the socio-cultural perceptions of the nation

No.	Statement of	Respondents (%)			
		SS	S	TS	STS
1.	Students can be honest when utilizing the internet as an individual learning resource / group	40.82	51.02	6.12	2.04
2.	Students are responsible for choosing learning resources	40.82	57.15	2.03	
3.	Students can work together in groups to share ideas, suggestions and experiences (collaborative)	22.45	57.15	18.36	2.04
4.	Students can actively accept differences of opinion in the process of learning	40.82	51.02	8.16	
5.	Students can express opinions properly and correctly	20.41	77.55	2.04	
6	Students can think wisely in taking conclusion	40.82	57.14	2.04	
7	Students can boa-Ngunsocio-cultural awareness	20.40	79.60		

awareness attitude in utilizing digital literacy as a learning resource in the learning process ISBD is seen in changes in perceptions and attitudes of students D3 Automotive. The attitude of working together, being responsible, respecting differences of opinion and reflexive awareness as a result of reflective analysis thinking is also evident from the results of the assessment. Awareness of awakened attitude both at the time of discussion process and discussion presentation discuss social phenomenon of culture of nation. The process of discussion comes from a source of digital literacy learning through one of the search engines is *google searching* for 1 semester of 2017-2018 academic year. Cultural awareness awakened 72.43% and gave birth to the attitude of respect and respect the beauty of the basic values aspects of social interaction and cultural preservation of the nation as the root of national culture that should be preserved.

Based on a series of phenomenal case discussions of socio-cultural problems of the Indonesian nation are discussed with the material source of learning from digital literacy focused on articles journal, blog, web and actual news note that students able to think reflective analysis as many as 38 students or 77.55% managed to conclude that local wisdom*(local wisdom)*as the main weapon and the filter face of global changes in the modern era that the younger generations and the Indonesian people in general capable of global competitiveness facing the future better by retaining the core values and basic values of the nation as a manifestation of the character of the Indonesian nation beautiful and dignified.

Evaluation of the results of the discussion in the form of portfolio also provides an overview of changes in attitudes and perceptions of young people, especially automotive D3 students are identical with the knowledge of mechanics and logic was also able to think reflectively critical analysis when discussing the social phenomenon of the nation's culture today. This can be seen from the process of expressing opinions already based on factual authentic data.

Student social and cultural awareness in this research is built based on the contradiction of thinking according to John Dewey that apply reflective thinking method (*reflective thinking*). The reflective thinking method applied when optimizing digital literacy in the learning process refers to the concept of thinking which consists of searching, formulating, and identifying problems so that students can:

1. Compile a *logical construct* when getting a socio-cultural theme on Indonesian culture
2. Formulate the hypothesis (rational answer to the problem) the root of the problem of the socio-cultural phenomenon of the nation so that it can formulate a root problem of the aspects discussed in the discussion.
3. Testing hypotheses empirically through similar information through google searching about socio cultural themes
4. Conducting discussions related to the root relationship of the problem with factual data from several digital literacy so that need to be sought and discussed wisely wise process of analysis of the emergence of social culture phenomenon.
5. Draw conclusions wisely wisely based on a reflective awareness that the social awareness of the nation's culture becomes an extremely important part as an asset of nation's character and moral development in this modern global era.

Optimizing the utilization of digital literacy as a source of learning about social awareness of the nation's culture is done by giving freedom to automotive D3 students accessing various digital literacy either in PPT format, journal articles or blog.web. This study limits access to digital media-based literacy such as youtube or the like with the goal that digital media literated is not part of the google product.

Based on the results of the research obtained feedback 11 students D3 Automotive strongly agree 22.45% that digital literacy as a source of learning and reflective thinking on the social phenomenon of the nation's culture began to erode due to the behavior of its own young generation. Also 37 students or 75.51% agree that digital literacy is one part of the modern learning process to see and analyze the socio-cultural phenomenon of the younger generation that instantly but gives a picture of awareness of the attitude to maintain and understand the beauty of socio-cultural aspects of Indonesia is much better of free modern culture, while there are 1 student or 2.02% who disagree the use of digital literacy as a source of learning because there are still many elements of subjectivity authors that can not be justified. This indicates that it takes a technological awareness and social awareness to understand digital literacy as a source of learning in order to have positive impact and benefit in the life of society and nation as a unity of integrity as well as to maintain Indonesia's national identity that is worth fighting for.

IV. CONCLUSION

Globalization brings a major change in the process of social and cultural interaction. The modernization of society in a global era that seeks to build a practical perception in the ease of the fast encourages the birth of digital literacy as a new skill to think using the source of digital-based knowledge in the learning process in all aspects of life. The world of education begins also to construct the importance of digital literacy as a source *second opinion*s that this change is supported by the development of communication tools and easy information network.

Digital Literacy to build a social awareness of the nation's culture based on the problem of digital literacy optimization to learn about the development and social-cultural phenomenon in Unesa especially D3 Automotive students who focus more on learning about the science of mechanics and logic can change have social awareness and have attention to the shift of national culture through the ISBD learning process. Through the ISBD utilizing digital literacy as the main source of learning resources, the socio-cultural aspects of Indonesia succeeded in building the social-cultural awareness of the young generation to give a positive and optimistic attitude that the culture and interaction of the noble values of the Indonesian nation need to be maintained and preserved.

Based on the research results found that the social awareness of the nation's culture of 79.60% or there are 40 students D3 Automotive proud of the results of a diverse Indonesian culture and has many philosophical values. Of the 40 students also recognize that the process of social interaction based on the sense of kinship and brotherhood is still widely implemented in the community environment, especially the selingkung students as the rantau so that social interaction with maintaining social values, religious values and cultural values become one of the most important part in the process of interaction , Cultural globalization and social change as a modern society that is widely informed in digital literacy is not easy to dissolve the basic socio-cultural values that have been embedded in individual personality as the nation of Indonesia.

informatics techniques that provide direction and strategies to detect news Hoax and some colleagues who can not be mentioned one by one in the process of preparing research results this.

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