

Strengthening Digital Communication in the Era of the COVID-19 Pandemic and its Implementation in Indonesian Society

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ABSTRACT

In a pandemic situation since March 2020, everyone has to do all activities at home or stay at home, starting from work, study, literacy, and others. In fact, mobility is now increasingly limited, and this makes people unable to travel arbitrarily. This has an impact on the way people live, such as with the economy, health, and education. Now that technology is here to make it easier for Indonesian people to be literate, we don't need to go out to go to the offline library, just sit back and relax at home. In Indonesia, digital literacy was initiated by the Ministry of Education and Culture under Muhadjir Effendy in 2017 to counter hoaxes, but digital literacy has begun to be felt by the benefits since the pandemic rocked the world. But there are still those who are ignorant or don't even know what to pay attention to in digital literacy. This paper would like to discuss about how to strengthen digital communication in the era of the covid 19 pandemic and its implementation in Indonesian society. The purpose of this study is to describe the strengthening of digital literacy, its development, and its implementation in Indonesian society. The method used in this research is descriptive qualitative with a literature study approach. The results of the study show that there are various elements in digital literacy, namely cultural, cognitive, constructive, communicative, confident, creative, critical, and responsible. In addition, through photo-visual literacy, reproductive literacy, branched literacy, information literacy, emotional social literacy, and real-time thinking literacy.

Keywords: pandemic, digital literacy, millennial generation, challenges, stay at home.

INTRODUCTION

The Coronavirus Disease, a component of the COVID-19 Pandemic, is currently trembling the entire universe on Earth. This type of coronavirus (SARS-Cov-2) causes acute respiratory syndrome. The virus has claimed more than 2000 lives after three months of the first outbreak of COVID-19 in Wuhan. On March 2, 2020, in Indonesia, for the first time, COVID-19 was declared a national disaster after news got out that a Japanese citizen had infected two Indonesian citizens. 34 provinces in Indonesia were already affected by COVID-19 on April 9 and reported the first three deaths on March 13 (Irwan Abdullah, 2020). News about the pandemic seems to be a frightening specter for the community, so to prevent this it is necessary to have deeper literacy about COVID-19, but due to the limited space for people to move, digital literacy can be the choice of the community and all students can continue to be literate without any worries because of the existence of a pandemic. Then why are we turning to digital literacy? Well, one of the factors is that, for Indonesia, the figure reached around 106 million people out of a total of 262 million people in 2017, where around 70% of the people spend their time accessing the internet in their daily life (Lucy Pujasari, 2020).

The number of mobile phone connections in 2018 increased by around 67%, and that is greater than the internet users (Kemp, 2018). Why is the number of mobile phone connections greater than the total population of Indonesia? As we know, sometimes 1 person is not enough to have 1 device, especially for workers who need several devices to support their work or students who also have a side profession that requires 2 devices. Even my own father has 2 devices, even though one is not a smartphone and has a little error. Before the pandemic, the number of mobile phone or internet users in Indonesia was already high, especially in this era of the COVID-19 pandemic, which requires everything to be done digitally.

The coronavirus is a component of the COVID-19 Pandemic, which is currently shaking almost the entire planet. The virus has claimed more than 2000 lives after three months of the first outbreak of COVID-19 in Wuhan. On March 2, 2020, in Indonesia, for the first time, COVID-19 was declared a national disaster after news got out that a Japanese citizen had infected two Indonesian citizens. 34 provinces in Indonesia were already affected by COVID-19 on April 9 and reported the first three deaths on March 13 (Irwan Abdullah, 2020). News about the pandemic seems to be a frightening specter for the community, so to prevent this, deeper literacy is needed about COVID-19. However, due to the limited space for people to move, digital literacy can be the choice of the community and all students can continue to be literate without any worries due to the pandemic. Digital literacy can be used as an alternative to facilitate the literacy process, which uses digital as a tool.

Based on the survey results, Indonesia reached around 106 million people out of a total of 262 million people in 2017, where around 70% of the population spends their time accessing the internet in their daily life (Lucy Pujasari, 2020). Then the number of mobile phone connections in 2018 increased by around 67%, and that is greater than

internet users (Kemp, 2018). It can be seen that sometimes one person is not enough to have one device, especially for workers who need several devices to support their work or students who also have a side profession that requires two devices.

Information and communication technologies are also evolving. Digital literacy can be said to be fluent in technology or have the ability to apply information literacy skills. This is like finding, managing, presenting, and evaluating information in the digital sphere for a broader and more complex conceptual framework that includes various things (Chase & Laufenberg, 2011). This is in line with the opinion of Meyers, Erickson, & Small (2013), who see digital literacy as involvement in a series of practices involving digital tools and media that are deeply embedded in a particular place. Digital literacy is a concept that talks about the relevance of literacy to various competencies, technologies, and communication skills, which emphasizes the skills of evaluating information (Donaldson & Alker, 2019).

During the COVID-19 pandemic, every individual needs to understand that digital literacy is an important thing in life. This is related to the needs that require everything online. In addition, digital literacy can anticipate the spread of hoaxes or negative information during the COVID-19 pandemic. In this case, digital literacy is an alternative to literacy. In line with Jena's opinion (2020), that the COVID-19 pandemic requires a transition from classroom teaching to a new era of digital models. In this case, the learning process is also carried out virtually to minimize the spread of COVID-19 (Sukarno & Widdah, 2020). It can be said that, during the COVID-19 pandemic, various things were done online that required technology. Even the COVID-19 pandemic is an opportunity and a real incentive to develop more sophisticated technologies that can transform health care and people's lives

(Blandford, A., Wesson, J., Amalberti, Raed Alhasme, R., & Allwihan, R., 2020).

Digital literacy in various fields is needed to identify, find, access, retrieve, store, and even organize information. However, digital literacy focuses on critical, creative, flexible, and ethical problem solving and knowledge building through technology and media (Shopova, 2014). Janssen, Stoyanov, Ferrari, Punie, Pannekeet, & Sloep (2013) define digital literacy in twelve areas of digital competition, namely general knowledge and functional skills; use in daily life; special and advanced competencies for work and creative expression; technology-mediated communication and collaboration; information processing and management; privacy and security; legal and ethical aspects; a balanced attitude towards technology; understanding and awareness of the role of ICT in society; learning digital technology; informed decisions regarding technology-appropriate digital; and seamless use.

Digital literacy is influenced by various things, such as ownership, communication costs, and the age factor when first using ICT devices. This, of course, becomes an urgency to manage interactions between children and ICT devices in both formal and informal and non-formal environments. Various efforts must be made so that children have positive digital literacy skills (Mery Yanti, 2016). This is in line with the opinion of Silvana & Cecep (2018) that digital literacy is an important skill in the 21st century, which includes skills in learning as well as being part of modern educational innovation. Sundqvist, Korhonen & Eklund (2020) add that as society becomes increasingly digitized, the development of 21st century skills in education must include critical thinking and problem solving, creativity and innovation, as well as communication and collaboration, so that knowledge of ICT is included in the curriculum.

Based on the above, it can be said that the strengthening of digital literacy in the community is very necessary. This is related

to the COVID-19 pandemic era where various activities are carried out online, both in the economic, educational, and other fields. Therefore, of course, the millennial generation must be technology literate. In addition, through strengthening digital literacy, it is expected to be able to filter various types of information spread across various social media. This research was conducted to examine how to strengthen digital literacy and its implementation in society. This is done so that people remain literate in the pandemic era when they must stay at home digitally.

RESEARCH METHODS

The research method used is descriptive qualitative research. The use of qualitative descriptive methods is to describe the strengthening of digital literacy in the Covid-19 pandemic era and its implementation in society. Data was collected through a literature study on digital literacy.

RESULT AND DISCUSSION

Digital literacy is the ability to understand and use information from various sources in digital media (Paul Gilster, 1997). In line with the opinion of Nawaz and Kundi (2010), digital literacy is a combination of technical procedures, cognitive skills, and emotional-social skills to use digital media in life. In the opinion of an expert, Martin (2006) states that digital literacy is a person's ability to use digital appropriately and then be able to distinguish, manage, and analyze information obtained from digital media to build new knowledge, express, and communicate with others.

To develop digital literacy, there are eight elements expressed by a Badge and Skills leader at the Mozilla Foundation, namely: (1) cultural, namely the need to understand the digital context, for example, a teenager needs to understand virtual school learning during the COVID-19 pandemic. This is because digital literacy does not only have technical skills but also the norms and habits around technology that will be used

for certain purposes. Digital literacy does not only have technical proficiency but also involves norms and habits around technology that will be used for certain purposes. (2) Cognitive, which is the ability to use cognitive in digital literacy; (3) Constructive, which is the reproduction of content from other sources after understanding how and for what content you are looking for. understanding the content we are looking for, we need to construct/process it again according to our understanding accompanied by the experience we have. For example, when there is subject content, we will definitely use the language used daily to understand it combined with our previous experience regarding the subject. (4) communicative, namely the need to understand communication in digital media (digital literacy). In this case, a person must know how to operate digital media to communicate. (5) Responsible confidence, problem-solving confidence, or digital literacy skills; if there is confidence, it will be accompanied by a sense of responsibility to him. (6) Creative, doing new things in order to improve digital literacy, and this needs to be guided or guided by people who are experienced in their field, because we will create something new which has never existed before, (7) Critical. This ability is required of digital literates because we are dealing with technology, content that contains problems around us that we must inevitably think critically about, and (8) social responsibility. Using social media responsibly is necessary because what we access and share with social audiences in digital media must be accountable for the truth and the consequences of our actions (Douglas A.J. Belshaw, 2012).

According to Beetham, McGill, and Littlejohn (2017), there are 7 elements of digital literacy, namely: (1) information literacy, which means the ability to search, analyze, and use the information needed appropriately and effectively; (2) Digital Scholarships: Digital Scholarships are information from digital media as a data

reference for scientific assignments, practicums, or research, which means the task of the course becomes an element that involves the active role of digital media users in an academic activity. (3) Learning Skills, which are a set of abilities that can be improved through the use of various existing technology features for informal and formal learning. (4) ICT Literacy/ICT Literacy is the ability to use a set of digital tools (technology literate) to find information that can later be utilized by the benefits obtained from digital media to be able to improve the standard of living of the community (Baso S. Aleh, 2015), (5) Career and Identity Management, which means being able to manage one's digital reputation and online identity. An example is that someone can understand who can see the content he uploads online and what impact it will have, whether it is negative or positive. That way, you can take advantage of digital media for personal growth and future careers (JISC, 2014). (6) Communication and Collaboration/Communication and Collaboration is the ability to find, understand, apply, and anticipate information from various digital media (Rila Setyaningsih et al., 2019). (7) Media Literacy/Media Literacy is the ability to find, understand, apply, and anticipate information from various digital media.

From some of the opinions that have been described above, we can conclude that digital literacy is not only the ability or knowledge needed in order to build interaction and communication in everyday life by using digital media, creating, and using only the information needed. But it is also about social and emotional intelligence in utilizing technology and then applying it wisely, intelligently, and by abiding by applicable laws.

Development of Digital Literacy in Indonesia

The phrase "digital literacy" first appeared in 1990, which was exhibited by Paul Gilster. Through his book, he explained in general the ability to understand and utilize

information from various digital sources. Since 1997, digital literacy has been utilized by several authors who were then used to reading and understanding information in hypertext or multimedia format. Technology has developed quite rapidly in Indonesia itself, and Indonesia seems to be a land of profit for giant companies where technology is used to develop their products and compete to keep up with innovations. However, the development of digital media has not been matched by the ability to use digital literacy appropriately. There is so much information that comes in, but it's not necessarily true, or we can call it "hoaks". Efforts to eradicate negative content, hoaxes, and block online sites that deviate from the Minister of Communication and Information at the time, Mr. Rudiantara, introduced a program to the public, namely the Digital Literacy Movement or #SiBerkreasi, which is a collaboration of various parties. The movement was introduced in 2017, to be exact, on October 2 (Bureau of Public Relations of the Ministry of Communication and Information Technology, 2017). Even today, people's attention from physical books to their devices in the form of e-books and the like has been diverted due to the presence and appearance of various kinds of devices that can be easily connected to the internet network.

The existence of business opportunities in the online commercial sector and the birth of new jobs based on digital media are some examples of the other side of the development of digital media. The creative economy is starting to emerge, and new business opportunities that create jobs can take advantage of these sophisticated technological developments. In 2020, Indonesia sees the creation of an opportunity, namely, creating 1,000 business people who use technology with a business value of up to 10 billion US dollars and with an online commercial value that can reach 130 billion US dollars because it is a country with one of the largest internet users in the world. People's literacy skills,

without changing the meaning of the text on a printed basis, can make media that can help them by utilizing existing internet tools and networks. Instead, print-based texts resulting from literacy practices are intended as intermediary media in digitization. For example, if someone is directing writing activities on a personal blog to collect writings, then it can be published into a book containing a collection of handwriting with certain topics quoted from personal blogs. Directing young people who like or have a hobby of writing in digital media to train themselves in writing or something that is around them can be expressed through ideas. (MoEC, 2017).

The phrase "digital literacy" first appeared in 1990, which was exhibited by Paul Gilster. Through his book, he explained in general the ability to understand and utilize information from various digital sources. Since 1997, digital literacy has been utilized by several authors who were then used to reading and understanding information in hypertext or multimedia format. In Indonesia itself, technology has developed quite rapidly, and it seems as if it is a land of profit for giant companies where technology is used to develop their products and compete to keep up with innovations. However, the development of digital media has not been matched by the ability to use digital literacy appropriately. In line with the opinion of Meyers, Erickson, & Small (2013), digital literacy does not only focus on digital literacy but also on the impact on humans because they are not digitally educated. This can be seen with so much information that comes in but can't necessarily be trusted. Or now it can be called the term "hoak". Efforts to eradicate negative content, hoaxes, and block deviant online sites In this case, the Minister of Communication and Information at that time was held by Mr. Rudiantara, who introduced a program to the community, namely the Digital Literacy Movement or #SiBerkreasi, which is a collaboration of various parties. The movement was

introduced in 2017, to be exact, on October 2 (Bureau of Public Relations of the Ministry of Communication and Information Technology, 2017).

Currently, people's attention from physical books to devices in the form of e-books and the like has been diverted due to the presence of various kinds of devices that can be easily connected to the internet network. The existence of business opportunities in the online commercial sector and the birth of new jobs based on digital media are some examples of the other side of the development of digital media. The creative economy is starting to emerge, and new business opportunities that create jobs can take advantage of this sophisticated technological development. In 2020, Indonesia sees the creation of an opportunity, namely, creating 1,000 business people who use technology with a business value of up to 10 billion US dollars and with an online commercial value that can reach 130 billion US dollars because it is a country with one of the largest internet users in the world.

Meanwhile, people's literacy skills without changing the meaning of the text based on print can make media that can help them by utilizing existing internet tools and networks. Instead, print-based texts produced from literacy practices are intended as intermediary media in digitization. For example, if directing writing activities on a personal blog to collect writings, then it can be published into a book containing a collection of handwriting with certain kinds of topics quoted from personal blogs. This can direct young people who like or like to write in digital media to train themselves in writing, or something that is around them can be expressed through ideas (Kemdikbud, 2017).

The Existence of Digital Media vs. Print Media in Indonesia

Paying attention to the needs of the community, especially the millennial generation and stopping arrogance, can

extend the life of print media (Philip Meyer, 2005). Data from the Press Council in 2014 shows that print media has increased in number significantly, but it is still inversely proportional to readers/connoisseurs. The decline occurs significantly from year to year. If we look at the 2014 BPS data, we can conclude that the digital media phenomenon is predicted to replace print media in Indonesia. This is due to the rapid development of the internet, and it is very easy to access only with a smartphone.

Absorption of information through print media is more focused and easier to understand because when reading, there are no distractions. Print media is suitable for people who have a visual learning style. The possibility of being consumed by hoax/lie news is smaller because before the printing process, there are several stages such as editing, copyright, and others. It is sometimes less appealing visually because the content is too monotonous, that is, only the writing or illustrations used are less appealing or not as varied as digital media. But in terms of visuals, it depends on the tastes of each reader. Then, from a practical point of view, print media is less practical and takes up space. In addition, the print media also consumes a lot of paper, where the paper comes from wood pulp. Even though technology is advanced and can be recycled again, it cannot be denied that the cost of processing it is also expensive, not to mention the cost of wages for employees who work in print media is also not small. Apart from that, the print media is now making new innovation, like a digital newspaper that can be accessed through its official website, so that people can choose according to their individual tastes.

Through print media: In terms of absorption of information, it is more focused, easier to understand because we read without any distractions, suitable for children with visual learning styles, and less susceptible to being consumed by hoax news or small lies because before the book is printed, there are several stages such as editing, copyright, and others, so that the gap for hoaxes is

minimal. In terms of visuals, sometimes it is not interesting because if you read with print media, for example, all books are in the form of writing without any pictures, even if they are certainly not as varied as digital media, but again, this depends on individual tastes. In terms of practicality, it is somewhat less practical and takes up space. In addition, print media also consumes a lot of paper, and paper comes from soft wood as raw material. Although the technology is advanced and can be recycled again, it is undeniable that the cost of processing it is also expensive, not to mention the cost of wages for employees who work on print media. but not a little. Apart from that, if we look at it now, print media has made new innovations, namely relying on technology as well for marketing. Like a print newspaper company, which also initiated the creation of a digital newspaper through its official website, now people can choose according to their own tastes.

Media digital

In terms of visuals, digital media is more varied. There is audio, video, and even images that can attract attention. In terms of practicality, digital media is more practical than print media; it is not heavy, and mobility is easier because it is located on a mobile phone that can be enjoyed anywhere. In line with the opinion of Son, Park, and Park (2017), through digital literacy, learning will be more effective and independent by using tools that can be accessed anywhere. Information in digital media is even more up to date by presenting actual news that is still being discussed by the public.

However, digital media is vulnerable to hoax news, which results in low critical thinking skills. Therefore, filter the information first before disseminating it so as not to cause unrest in the community. Absorption of information is not very effective because it is difficult to concentrate for a long time due to interruptions such as notifications that

appear on the cellphone screen. There are sometimes annoying advertisements or unstable networks that cause less efficient reading absorption. Readers also don't have full control over the digital media products they buy, such as not being able to copy e-books to other devices or share their files with friends directly. Another weakness is related to light on electronic objects that can affect eye conditions and can cause dizziness if you stare at the screen for too long.

In terms of visuals, there are more variations. There are audio and video with pictures that attract attention and are generally liked by children who have an auditory learning style. In terms of practicality, it is very practical, not heavy, and easy to move because it is located on our mobilephones, which will not be far from us. There are other advantages of digital media that are very striking, namely up-to-date information. In contrast to print media, digital media is very fast in presenting actual news that is still hotly discussed by the public. Then someone will choose print media as the second option. However, even though the information provided is up-to-date, it still has to be verified because it is still very vulnerable to hoaxes that result in low critical thinking skills. For example, I quote a few words from Mbak Najwa Shihab which really describe the current condition of society: "Now that people It's really easy to see something on the internet and feel that it's true information. Imagine how much information we find as if it's valid, and we don't realize that this is a hoax. Currently, there are many thoughts, such as the character of Bu Tedjo in the trailer for the film "Tilik", as if if it was on the internet, it seemed official and valid, so it was disseminated".

It is very true what Ms. Nana said in a webinar held by the National Library of Indonesia on September 25, 2020. Let us take a simple example, namely the information sent by our relatives on the Whatsapp media of a large family, which is

still heavily consumed by my extended family. Hoaxes are like videos of natural disasters that are being hotly discussed on television, even though these videos are videos of natural disasters that occur overseas. Then another example is when friends share actual info which turns out to be a hoax obtained from social media, such as clips of the Job Creation Act which are widely circulated and cause anger from various parties, then after a few days it appears. On news television, a hoax spreader of the Job Creation Law has been found whose suspect is a woman. We are really very concerned about this. Therefore, we must really look for reliable sources, be selective people to filter the existing information, check the truth and then forward it.

It is not very effective because it is difficult to concentrate for a long period of time due to disturbances such as notifications that appear on the cellphone screen. There are advertisements that can break our concentration and result in less efficient reading absorption. The weakness that we can find next is not having full control over the digital media products we buy, for example, not being able to copy e-books to other devices or give the files to friends directly. Then the last thing is that the light on electronic objects also affects the condition of our eyes, and I have experienced it myself because I am the type of person who sometimes prefers to read digital books, which sometimes makes the eyes tired quickly and has a headache when staring at the screen for too long.

Benefits of Digital Literacy

Digital literacy has various benefits, as stated by an Association of Professors and Coordinators of PAUD and Curriculum Leadership at the University of Memphis in the United States entitled "Top 10 Benefits of Digital Literacy: Why You Should Care About Technology". The benefits of digital literacy as well as time, where one can learn faster, save money, be more secure, up-to-

date, and connected with people around the world. In addition, digital literacy can help in making good decisions. Job opportunities in technology are wide open, even as entertainment can influence the world (Dr. Brian L. Wright, 2015).

Time is something that is valuable for people who work, students, and others. Digital media can help those who have little spare time to buy print media as information materials. In this case, digital media is an alternative to literacy, which can be said to be effective because it can be enjoyed anywhere.

Through digital literacy, you can learn things faster. Digital literacy offers information that is easily accessible by anyone. Information scattered in digital media is easier to find, such as important terms, glossaries, or others, than in print media. In line with the opinion of Chan, Churchill, & Chiu (2017), through digital literacy, a person can use various media and formats to convey ideas in a more creative way. This is because, through technology, a person can access various things that can be learned and applied in life.

Digital literacy can also save money. This can be seen in the use of various online applications, which often offer tempting discounts rather than discounts offered offline. Through these various discounts, it can be an advantage for the lower middle class, who usually hunt for discounts. The more sophisticated technology can provide comfort and security for its users, the more sophisticated media can be said to be one of the safer mediums. There are so many technological breakthroughs that offer various features to make it easier to use. This is like when checking drugs, or when going on vacation with safe and comfortable facilities.

Information on digital media is more up to date, so it can be said that through digital media one obtains the latest information. This is one of the advantages of digital media, where, apart from being accessible anywhere, the information obtained is also more factual and up-to-date because the

access is easy for users to find. However, various pieces of information that spread quickly sometimes contain inaccurate information because the speed of reporting is the most important factor (Pratiwi & Pritanova, 2017). Therefore, one must be able to filter the various scattered pieces of information.

Besides being able to connect with people around the world, digital literacy can also help in making good decisions. This is because through digital media, one can create, search, learn, analyze, and compare anything and whenever something is needed. For example, when buying goods online, by looking at the evaluation column in an e-market, one can better compare the items to be purchased from one store to another. In line with the opinion of Potnis & Pardo (2011), through the readiness of digital media, it can provide information for decision makers in both the private and public sectors regarding policies and other matters.

Opportunities to work on digital media are wide open in the field of technology. Currently, there are many who offer jobs in the technology field. Therefore, one can take advantage of these opportunities with their technological expertise, such as accessing Microsoft Word, Excel, PowerPoint, and many more. Through this, the expertise possessed can be honed and can generate income.

Apart from being a medium of information, digital media can also be used as a medium of entertainment. This is the case with many digital media that offer a variety of online entertainment that can be enjoyed anywhere. Even during a pandemic, with limited space for movement, it doesn't become an obstacle to entertaining yourself over feeling tired or tired after a day of activities.

Digital media can also influence the world. Thousands of people are born in this world each year, and it is unknown who will become a good leader, whether in politics or activism, or in the school environment. Through information that spreads very quickly, it can even be through various posts

on social media that can move the hearts of others. This, of course, will have a positive impact on someone who takes good things, but it will also have a negative impact when someone takes bad things. In line with Nawaz & Kundi (2010), electronic media can change society, including the movement from traditional ways to more modern ways of thinking.

There are 10 important benefits of digital literacy that are stated in the work of the Association of Professors and Coordinators of Early Childhood Education and Curriculum Leadership at the University of Memphis in the United States entitled "Top 10 Benefits of Digital Literacy: Why You Should Care About Technology", namely time, faster learning, saving money, being up to date, connecting with people around the world, helping in making good decisions, job opportunities in technology are wide open, as is entertainment that can make you happy, and finally can influence the world by (Dr. Brian L. Wright, 2015). Here's a further description:

Save time: Working people, students, teachers, students, lecturers, and others all value their time. Therefore, digital media is very helpful for those who have little free time to buy print media as information material.

Learning Can Be Faster: As described in the previous chapter, digital media also offers information that is easily accessible and searchable, such as important terms, glossaries, and other than printed media.

You Can Save Money: Various applications available online frequently offer more enticing discounts than we see in offline discounts, which is one of the benefits for the lower middle class, who frequently seek out discounts.

Making Safer: With increasingly sophisticated technology, it can now provide convenience and security for its users. There are so many technological breakthroughs

that offer features to make it easier for users, such as when checking medicine or when going on vacation with safe facilities.

Obtaining the Latest Information: In the previous chapter, it was also explained that one of the advantages of digital media is that it provides factual information that can be easily searched by users.

Always Connected with People All Over the World: Digital media also provides applications that allow us to connect with anyone in any country, allowing us to freely exchange opinions, ideas, knowledge, and anything else we want with whomever we want.

Assist in Choosing Good Decisions: With digital literacy, we can search, learn, analyze, and compare anything and whenever we need something. For example, when buying goods online, we can look at the assessment column in an e-market, so we can better compare the goods that we buy. We want to buy from one shop to another.

Can Entertain/Make You Happy: There are so many digital media that offer online entertainment so that even during a pandemic with limited space, it doesn't become an obstacle for us to entertain ourselves over feeling tired or tired after a day of activities.

Can Influence the World: thousands of people are born in this world and we don't know who will be a good leader, whether it's in politics, the world of entertainment, activists, school environments, or others. They can be life-changers in places they least expect.

Good Digital Literacy

According to a lecturer of information and library science (FISIP) at Universitas Airlangga, there is a description of digital literacy which is divided into six abilities. Based on the explanation of the six digital

literacy skills above, it can be said that at least one must be owned by every student from elementary school to high school and people who are still unfamiliar with digital literacy. This is because digital literacy will make it easier for someone to use technology. In this case, it is the development of increasingly sophisticated technology that requires people to be technology literate so that they can use various existing technologies properly (Rahma Sugihartati, 2020). However, it is not only about introducing digital technology and texts into the curriculum but also considering the broader implications of what it means to be digitally literate (Leila Kajee, 2016).

In line with the opinion of Kurnianingsih, Rosini, & Ismayati (2017), technology literacy is not only about how to use digital tools, but also about the process of making them, understanding them, and reading them. Buckingham (2006) adds that digital media users must be able to think critically about the information they obtain. It can be said that digital literacy does not only introduce technology but also directs the use of good technology so that bad things do not happen because of its wrong use.

1. Photo Visual literacy is the ability to understand and give meaning to information in the form of images or visuals on digital devices, more directed or referring to technical abilities.
2. Reproductive literacy, which means referring to a person's ability to reproduce digital texts in their own language,
3. Branched literacy, namely the ability of a person to be able to navigate complex web sites, In order to focus, not be distracted by technology (loss of focus and concentration due to shifting focus on technology) and not get lost, one needs to hone his navigation skills.
4. Information literacy is a part that we can call crucial because it implies how we determine or recognize information needs for ourselves and how we find the information we need on the internet

network. After finding the information that we have chosen, the next step is to figure out how to identify the truth. This is called being critical of information so that it can distinguish which ones are hoaxes and which ones are not. Because the level of a person's ability to obtain information varies, the quality of the information needed or found will also vary.

5. Socio-Emotional Literacy I read in an article about the study of literature of emotional literacy (Anayanti Rahmawati, 2016) that the notion of emotional literacy is the development of awareness about one's own emotions and the emotions of others. This awareness information will direct our thoughts and be practiced in our daily activities, such as communicating and how to behave. Once again, each person must feel different emotions and therefore must have a different response depending on the experience in their respective lives (Parkhead Nursery Staff, 2004; Bruce, 2010). This is related to whether or not we are aware of surfing in cyberspace, which is beneficial to us or can be dangerous to us.
6. Realtime Thinking From ad breaks to notification displays on mobile phones, digital media literacy refers to the expertise of users or digital media users not to be disturbed by various kinds of information on a site or web. We must be aware and know what the purpose of real-time thinking is. Of the six, at least one must be owned by every student from elementary to high school and people who are still unfamiliar with digital literacy. (Rahma Sugihartati, 2020).

In addition, according to Najwa Shihab, an Indonesian Reading Ambassador 2020 mentioned digital literacy in several aspects, namely as follows. First, data awareness, which is fully aware of the information entered into the digital world. In the digital era, data is a very crucial and vital thing in

digital application systems because when installing applications, the first thing to do is enter data regarding names, dates of birth, addresses, and not only that, every application will definitely be connected to social media platforms such as Facebook and Instagram, which in social media applications also have the same personal data. Especially in the marketplace application (buying goods online), it will definitely input the current trending digital account/wallet. Therefore, caution in entering data must be instilled.

Second, the ability to analyze data, which is about how to use the incoming data to produce useful information, In addition, it is also about how to digest digital information, which is very complex. After that, we continue to make decisions based on the information we have and can change for a better life. Third, the ability to focus (deep work), which is about the ability not to be distracted by digital notifications. This is a challenge for today's society because more time is spent digitally. The ability to continue to be productive and try to continue to concentrate on the sidelines of the many notifications that come in and will certainly be disturbed. Then I also summarized the presentation of the material from the 2020 Indonesian Reading Ambassador, Najwa Shihab, about aspects that include digital literacy, which if it were easier to understand, what would it be?

First, Data Awareness: We are fully aware that we enter our information digitally. In this digital era, data is a very crucial thing in digital application systems because when we install the application, the first thing we do is enter our data regarding name, date of birth, and address, and not only that, every application will be connected. Our personal data is also stored in social media applications such as Facebook and Instagram. Especially in the marketplace application (buying goods online), we will definitely input our account or digital wallet, which is the current trend. Therefore, caution in entering data must be instilled. Second, the ability to analyze data: how can

we use the incoming data into useful information for us? How do we digest complex digital information and then make decisions about the information that we can and should change for a better life? Third, the ability to focus (deep work): the ability for us not to be distracted by digital notifications, and this is a challenge for today's society because most of our time is spent digitally. Of course, we will be disturbed by the ability to continue to be productive and try to continue to concentrate on the sidelines of the many incoming notifications.

CONCLUSION

According to Martin (2006), digital literacy is a person's ability to use digital appropriately so that he is able to distinguish, manage, and analyze information obtained from digital media to build new knowledge, express, and communicate with others. In this case, there are 8 elements in digital literacy according to Douglas A.J. Belshaw, including: (1) cultural, namely the need to understand context; (2) cognitive, namely the ability to use cognitive; (3) constructive, i.e. they reproduce content from other sources after understanding how and for what content they are looking for; (4) communicative, namely the need to understand communication in digital media (digital literacy); (5) responsible self-confidence, belief in problem solving or skills that are seen as important in society; (6) (6) Be creative in trying new things to increase digital literacy, and be guided by people willing to take risks; (7) Be critical in thinking about and responding to information in digital media; and (8) Be socially responsible. According to Rahma Sugihartati (2020), there is a more detailed explanation of digital literacy, which is divided into six elements, namely: (1) Photo Visual Literacy, namely the ability to understand and give meaning to the information obtained; (2) Reproductive Literacy, which means that it refers to a person's ability to reproduce digital texts in

their own language; (3) Branched Literacy, namely the ability of a person to be able to navigate websites that are complex in nature; (4) Information Literacy, which is related to whether we are aware of it or not in exploring in cyberspace, which is beneficial or can be dangerous for ourselves; (6) Realtime Thinking Literacy, namely the ability to ignore information that is so complex (don't be distracted by technology). Of the six, at least one must be owned by every student from elementary to high school and people who are still unfamiliar with digital literacy. This is so that people are technologically literate, so that they not only understand how to operate technology but are also able to think critically about information that is spread through technology so that it does not have a bad impact on themselves and others.

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