

THE FAILURE OF THE MINISTRY OF EDUCATION AND CULTURE (KEMENDIKBUD) TO IMPLEMENT EDUCATIONAL POLICIES RELATED TO DIGITAL LITERACY IN THE SCHOOL LITERACY MOVEMENT (SLM)

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Abstract. Technological progress certainly requires that various fields can adapt to technology, especially in the field of education. Various innovations continue to be made by the government to improve the technology-based education system. The government policy, namely the School Literacy Movement (SLM), contains one of its components: digital literacy. This is one form of the education government's response to technological advances and making use of them. However, the implementation could be more optimal because the use of technology in this school should be carried out as it should. This research was conducted using library research, namely by collecting various articles by reading, taking notes, and managing various sources. The results of this study indicate that hoax news is still being spread. Namely, the information obtained needs to be filtered first. This, of course, also occurs because technology facilitates access to various information. Student delinquency in digital use is also a form of failure, and many students still abuse the use of technology. Because the information obtained is absorbed raw and the existing technology needs to be used properly, this also causes digital-based learning to be ineffective.

Keywords. Digital Literacy; Hoax; Delinquency; Education

Abstrak. Kemajuan teknologi tentu mengharuskan berbagai bidang dapat beradaptasi pada teknologi terutama pada bidang pendidikan. Berbagai inovasi terus dilakukan oleh pemerintah untuk memperbaiki system pendidikan yang berbasis teknologi. Kebijakan pemerintah yaitu Gerakan literasi sekolah (GLS) memuat salah satu komponennya yaitu literasi digital. Hal tersebut menjadi salah satu bentuk respon pemerintah pendidikan terhadap kemajuan teknologi dan memanfaatkannya. Akan tetapi dalam pelaksanaannya tidak maksimal atau dalam artian penggunaan teknologi di sekolah ini tidak dilaksanakan sebagaimana mestinya. Penelitian ini dilakukan menggunakan studi kepustakaan yaitu dengan mengumpulkan berbagai artikel yang dilakukan dengan membaca, mencatat, dan mengelola berbagai sumber. Hasil penelitian ini menunjukkan bahwa masih didapati penyebaran berita hoaks yaitu informasi yang didapatkan tidak disaring terlebih dahulu, hal tersebut tentu juga terjadi karena hadirnya teknologi memudahkan akses berbagai informasi. Kenakalan siswa dalam penggunaan digital juga menjadi salah satu bentuk kegagalan, masih banyak siswa yang menyalahgunakan penggunaan teknologi. Karena informasi yang didatkan diserap dengan mentah-mentah serta teknologi yang ada tidak digunakan dengan baik maka hal tersebut juga menyebabkan pembelajaran berbasis digital tidak efektif untuk dilakukan.

Kata Kunci. Literasi Digita; Hoax; Kenakalan; Pendidikan.

A. INTRODUCTION

Information technology that is developing at this time gives all levels of society the ability to use technology. In the context of education, to address the widespread use of digital devices in the educational realm, the Ministry of Education and Culture has packaged it in a policy to implement the School Literacy Movement (SLM). Related to this SLM, six basic literacy skills must be possessed by every student, namely literacy literacy, numeracy literacy, scientific literacy, digital literacy, financial literacy, and cultural and citizenship literacy. Digital literacy is one of the competencies that every student must possess. The implementation of these policies must be encouraged as a response to the entry of life in the era of the Industrial Revolution 4.0 (computer/internet of

things). As one of the areas of life that must prepare future generations, education must be at the forefront of implementing digital literacy. (Gravani and Jimoyiannis; 2011) Another opinion suggests that digital literacy is about using digital media, tools or communication networks to find, evaluate, use, produce, and use information skills or knowledge in a good, wise, intelligent, thorough, thorough & law-abiding manner. To promote communication & relationships in daily life. (Gillen; 2014)

However, the facts in the field based on the results of several studies show that the use of the internet by the younger generation, one of which includes school students, has shown that access data visited includes pornographic content. (Fitriarti 2019) Not to mention unhealthy internet behavior has also been demonstrated by the spread of hoax news or information, hate speech, and intolerance on social media. (Komara 2018) Apart from that, there are also so many crimes that can be committed in cyberspace. Maybe even bigger, because in the digital world, many people use fake accounts (Fake Accounts) and many foreigners do not necessarily know or know each other (Rohman 2016) These things are certainly a big challenge for various parties who have responsibilities and an important role in preparing a strong future generation with digital literacy competencies.

Implementing digital literacy competencies aims to educate school members, especially students, in utilizing digital devices and communication tools or networks to find, evaluate, use, manage, and create information wisely and creatively. In addition, digital literacy also aims so that every user can use digital media wisely, creatively, and responsibly, knowing the legal aspects and consequences that apply. In line with that, by positioning the school as the spearhead, the education sector must respond through the implementation of appropriate policy strategies so that the steps taken do not nullify the phenomenon of life development that is happening now and in the future. Education policies must be responsive to these changes as one of the areas that must prepare future generations.

Digital literacy is necessary to support understanding related to technology and can be a provision to participate in very rapid technological developments. Using digital tools in teaching can motivate, support, and facilitate teachers and students in class. (Yentri Anggeraini; 2019) Distance learning digital literacy can provide learning information that students need to achieve national education goals. (Hairun Nisa; 2021). Of course, the existence of digital technology makes it easier to find learning materials for students, and students easily learn, making it easier to interact between educators and students (Widarman, 2022). Other studies also revealed that social media is a learning medium relevant to educating the current generation. Using social media as a learning medium and student supervision is the right step (Bambang; 2021). According to (Giovanni & Komariah, 2020), currently developing digital literacy has many benefits and is also being felt by teenagers, especially school students. They can easily find information about the subject matter or other positive things. This digital literacy is a competency that every student must have because it is very useful, especially in the world of education.

But the facts show that digital usage should be more used. Students easily open negative content and play games and applications that only self-educate with the supervision of parents and teachers (Hairun Nisa; 2021). The data above shows that the learning media used by teachers in implementing new distance or online teaching and learning activities are only limited to the use of WhatsApp groups which are still very far away to be able to accommodate ideal distance or online learning activities (kholid; 2020). However, digital literacy also makes children less social with friends, reduces interaction between people, children to easily access pornographic videos, there is irresponsible news (hoaxes), and bullying through technology that it puts down children's

mentality. Children also forget to do tasks that are difficult for them—given by the teacher (Wirdaman Waruwu; 2022). In terms of teaching characteristics, many teachers and lecturers still need to be proficient in using technology and social media for distance learning, which causes teachers and lecturers to provide learning materials to students (Nureza Fauziyah; 2020).

The ease of all work with various applications and technology makes a person less mobile, less physical activity, laziness, and various diseases such as obesity and so on can appear. (Wawan Setiawan; 2017) These other negative impacts arise from using wrong or irresponsible of those who use. Some of these negative impacts are 1). Children spend more time watching TV than doing other things (such as studying and exercising), 2). Children lose the ability to mingle with society and tend to be comfortable with online life. 3) There is copyright infringement. 4). Crime on the Internet, 5). Spread of computer viruses, and 6). Pornography, gambling, fraud, and shows of violence (Gede Ratnaya, 2011). Another opinion states that in its development, digital technology creates habits, attitudes, perspectives, mentality, and society's culture. Massive changes occurred in various aspects of life (Tri Sulistyaningtyas; 2012).

The development of the digital world in society has changed many things in the existing order. Massive changes have taken place in various aspects of community life. (Piliang; 2010) the latest information and communication technology developments have affected various aspects of social life. They have posed serious challenges to various principles that make up society, such as social relations, sociality, social structure, social system, and social reality. This opinion is also in line with the opinion of (Ewen; 1990), which also hurts children's education. The negative impacts caused by social media are 1. Reduced study time because the preoccupation with using social media seems to take too long when Facebooking, and this will reduce the allotted study time; 2. Disturbing the concentration of learning at school, when students are bored with the teacher's way of learning, they will access social media at will; 3. Damaging student morale because of the unstable nature of teenagers, they can easily access or view other people's pornographic images; 4. Spending pocket money to access the internet and open Facebook affects financial conditions (especially when accessing from an internet cafe) and is the same as accessing Facebook from a cell phone; 5. Disturbing health, too much staring at cellphone screens or computers or laptops can interfere with eye health. (Zukhria Budi Ramadhan; 2016)

In addition, technological advances, such as the internet, can affect a person's behavior or morals. In other words, a person's behavior is determined by the results of the behavior. (Khamim Zarkasyi Putro; 2005) This makes humans lose their humanity and leads to pleasure and enjoyment only, humans will be negligent or carried away by technology, so they forget their social life in the real world. The negative impact of social media is to distance close people and vice versa. Face-to-face interactions tend to decrease, make people addicted to the internet, cause conflict, and privacy issues, and make them vulnerable to the bad influence of others. (Anang Sugeng; 2015).

B. RESEARCH METHOD

In this study, researchers used library research, namely research with a series of activities related to library data collection methods, reading and recording, and processing research materials. Library research (library research) is research in which the object is sought with various library information such as books, scientific journals, magazines, newspapers, and documents. (Sari, 2020) This research is different from other research which requires conducting observations or interviews to obtain data. In this study, the object of data sought by researchers is to search for literature that is appropriate to the issues raised. Researchers look for data to answer the problems raised by reading various appropriate references. Library research is a review of library data that

can provide solutions or answers related to the problem under study. Library research can provide results from what is sought through the data sources used.

C. FINDING AND DISCUSSION

The results of several researchers' research show that the use of technology in education or digital literacy in schools has various positive and negative impacts. However, this is dominant in the negative impact where digital, which should be able to facilitate access to various information and become a supporting tool for learning, needs to be carried out more effectively. This is partly due to the need for more human resources who can understand and respond to technology wisely. So that there is a lot of digital misuse in learning which causes all information to be received without seeing its accuracy, and information obtained from various digital access sources needs to be properly selected. Additionally, digital developments have changed students' attitudes, mentality, and focus on learning and can even affect students' behavior to the point of causing conflict. These things result in ineffective digital-based learning, which is certainly contrary to the digital presence that can facilitate learning needs. The digital literacy movement initiated by the government its implementation still needs improvement.

Table C.1 Research Findings

NO	Name	Title	Finding
1.	Hairun Nisa	The Effectiveness of Distance Learning Digital Literacy During the Covid-19 Pandemic at SMAN 1 Palembang. Proceedings of the National Seminar on Postgraduate Program Education	Digital use still needs to be used more. Without parental and teacher supervision, students can easily be exposed to harmful content and play games and apps that fail to educate themselves
2.	kholid	The Importance of Digital Literacy for Teachers at Elementary Level Educational Institutions and Its Implications for the Implementation of Teaching and Learning Activities	Learning used by teachers in implementing new distance or online teaching and learning activities is only limited to the use of Whatsapp groups which are still very far away to accommodate ideal distance or online learning activities.
3.	Widarman	The Influence of Digital Literacy on Education in Indonesia. Salatiga Integrated Christian High School	Rapidly Digital literacy also makes children less social with friends, reduces interactions between people, children quickly access pornographic videos, there is irresponsible news (hoaxes), bullying through technology that puts down children's mentality, children also forget to do the assignments given by the teacher.
4.	Wawan Setiawan	The Digital Age and Its Challenges	The ease of all work with various applications and technology makes a person less mobile, less physical activity, laziness, and multiple diseases such as obesity and so on can appear.
5.	Gede Ratnaya	Negative Impacts of Information and Communication Technology Development and How to Anticipate Them	1). Children spend more time watching TV than doing other things (such as studying and sports) 2). Children lose the ability to blend in with society and tend to be comfortable with online life

			3) There is copyright infringement 4). Crime on the internet 5). Spread of computer viruses 6). Pornography, gambling, fraud, display of violence
6.	Tri Sulistyaningtyas	Changes in the Viewpoint and Attitude of the People of the City of Bandung Due to the Influence of a Digital Lifestyle	The development of digital technology creates the habits, attitudes, perspectives, mentality, and culture of society. Massive changes occurred in various aspects of life.
7.	Piliang	Post-Reality: Cultural Reality in the Post-metaphysical Era	The development of the digital world in society has changed many things in the existing order. Massive changes occurred in various aspects of community life.
8.	Zukhria Budi Ramadhan	Paper on Technology Development, Positive and Negative Impacts of Social Media Networking Sites among Teenagers	1. Reduced study time because the preoccupation with using social media is like taking too long when Facebooking and this will reduce the allotted study time; 2. Disturbing the concentration of learning at school, when students are bored with the teacher's way of learning, they will access social media at will; 3. Damaging student morale because of the unstable nature of teenagers, they can easily access or view other people's pornographic images; 4. Spending pocket money to access the internet and open Facebook affects financial conditions (especially when accessing from an internet cafe) and is the same as accessing Facebook from a cell phone; 5. Disturbing health, too much staring at cellphone screens or computers or laptops can interfere with eye health.
9.	Khamim Zarkasyi Putro	Parents, Friends of Children and Adolescents	Advances in technology, such as the internet, can affect a person's behavior or morals. In other words, a person's behavior is determined by the results of the behavior.
10.	Anang Sugeng	The Effect of Social Media on Social Change Society in Indonesia	The negative impact of social media is to distance close people and vice versa. Face-to-face interactions tend to decrease, make people addicted to the internet, cause conflict and privacy issues, and make them vulnerable to the evil influence of others,

The results of several researchers' research show that the use of technology in education or digital literacy in schools has various positive and negative impacts. However, this is dominant in the negative impact where digital, which should be able to facilitate access to various information and become With the results of the research that has been done, in this study, the researcher found three points discussed, namely

1. Spread of Hoax News

The spread of false information/news (hoaxes) is increasingly widespread. The 2017 Mastel survey revealed that people receive hoaxes more than once every day. The most used channel for the spread of hoaxes is social media. The hoax phenomenon in Indonesia raises doubts about the information received and confused the public. This is used by irresponsible parties to instill slander and hatred. (Christianity Juditha; 2018) With so much hoax news or

superficial information, awareness is needed to sort out the news. At this stage, literacy media is needed to bridge the need for useful information and information education. As media users, audiences must be able to sort out information intelligently, so they don't get caught up in the news that is a hoax or fake news. (Hana Silviana)

Research on hoaxes was conducted by (Situngkir; 2017) with the title "Spread of Hoaxes in Social Media". This study discusses how to spread hoaxes such as gossip and rumors on Twitter by observing empirical cases in Indonesia. This study also discusses the factors of spreading gossip on social media and looks at the epidemiology of hoax propagation before and after hoaxes are clarified in conventional mass media. The study results concluded that Twitter, as a micro-blogging service, is an effective medium for spreading news from person to person at a speed comparable to conventional mass media. Hoaxes have a large population coverage within five to six tweets and potentially exponentially larger unless conventional media stops the hoax from spreading. A supporting tool for learning needs to be carried out more effectively. This is partly due to the need for more human resources who can understand and respond to technology wisely. So that there is a lot of digital misuse in learning which causes all information to be received without seeing its accuracy, and information obtained from various digital access sources needs to be properly selected. Additionally, digital developments have changed students' attitudes, mentality, and focus on learning and can even affect students' behavior to the point of causing conflict. These things result in ineffective digital-based learning, which is certainly contrary to the digital presence that can facilitate learning needs. The digital literacy movement initiated by the government its implementation still needs improvement.

Another study by (Allcott and Gentzkow; 2017) also conducted research entitled "Social Media and Fake News in the 2016 Election". This study concludes that social media platforms such as Facebook have a very different structure from previous media technologies (mainstream media). Content on social media can be passed between users without third-party screening, fact-checking, or editorial judgment. The average US adult reads and remembers the sequence of one or more fake news articles during an election season, with higher exposure to pro-Trump articles than to pro-Clinton ones. How much impact these election results have depends on the effectiveness of hoax exposure in changing the way people vote. Then another research was conducted by (Siswoko; 2017), with the title "Policy The Government Prevents the Spread of Fake News or Hoaxes", research using the observation method of reporting on Kompas and The Jakarta Post. This research concludes that other steps aside from the spread of hoaxes, namely forming a state cyber agency and collaborating with the press council and also Facebook. In 2012, a study by Bradley S. Greenberg was conducted on media usage. This research was made into an article entitled "Media Use and Believability: Media Use & Believability: Some Multiple Correlates". The problem under study is the credibility of the media. The results of Bradley's research found that 78% of women believed in television and newspaper news reports, but only 61% of men believed in television and newspaper news reports.

Ryan Ariesta said that the right solution to reduce the impact of hoaxes is first, to be careful with news headlines or provocative information, because any title that contains it will make it easy for the public to be provoked quickly. Second, look carefully at news sources. This is important to provide knowledge to the public so that they can always see whether the source of the news occurred in the past, or only came from sources whose origins are unclear. Third, check the facts and authenticity of a news story, because news is information that

contains factual and actual information, the public is expected to see that the news contains relevant facts and sufficient data. Authenticity is also important in selecting news. The public should not be easily fooled by the news that is only a provocative action on social media (Ariesta; 2013).

The studies described above mostly reveal the issue of social media, which has the potential to spread hoaxes. Also, hoax content that continues to be repeated through social media will change people's opinions and choices. Thus the digital literacy implemented by the Ministry of Education and Culture through the SLM still needs to be considered again, considering the above research suggests the dangers of social media in spreading hoaxes.

2. Student Delinquency in Digital Use

Technological developments in various fields, especially in communication and entertainment technology which accelerate the flow of incoming foreign culture, will greatly affect the child's behavior for the worse. Moreover, the child is not ready mentally and morally. Teenagers, as internet users, have not been able to choose useful internet activities and tend to be easily influenced by the social environment. The internet has constructed a virtual world without boundaries, a world of freedom that can be used by anyone so that a negative impact on moral development can occur due to the opportunity to download site content without permission. Even in a city in West Java, there have been cases of many students who are addicted to the internet. Students need to remember the time and remember to pay school fees to pay for rent for online games. This shows symptoms of delinquent behavior in adolescents (Budhayati, 2012). Thus, on the one hand, technological developments harm adolescent behavior.

The Internet makes it easy to access various information, and everything is in the hands of humans. With the Internet, everything can be reached, and the Internet knows no distance, space, or time. (Anderson; 2002) The virtual world of the Internet has become a world without borders, a world of freedom that can be used by anyone so that the negative effects are increasingly visible. Many deviant actions result from internet use, especially among adolescents, which can lead adolescents to engage in socially unacceptable behavior due to the influence of the Internet (Sanrock, 2002). Therefore the ease of access and affordability of the Internet is a particular problem among adolescents, namely the susceptibility to deviant behavior.

Education that already uses technology means that it has adapted to digital. Digital users in schools are, of course, educators, teaching staff, and students. Students who sit on their school benches belong to children and adolescents. As explained above, teenagers using the Internet can still not choose useful internet activities and are easily influenced by their social environment. The dominant juvenile delinquency in the digital world is the spread of hoaxes, cyberbullying, body shaming, and violations of intellectual property rights (Terttiaavini & Tedy, 2022). With digital, it is also easy for students to open negative content, play games, and open applications that only self-educate with the supervision of parents and teachers (Hairun Nisak; 2021). Thus it can be seen that students are prone to committing delinquency using digital. Digital is not used to educate or develop self-competence but rather to carry out deviant behavior.

From the discussion above, it can be said that the digital era, which is very easy, starting from access, and uses a variety of information, has a side that is quite vulnerable, namely juvenile delinquents, who are also students who use it. This is considering that teenagers are one of the most internet users. Based on this, the SLM, as one of the Ministry of

Education and Culture policies, in which one of the components contains digital literacy, needs to be reviewed for its implementation. The Ministry of Education and Culture needs to look at and re-evaluate digital literacy announced in the SLM program because, in reality, there are still many digital uses that do not build student competence, instead resulting in things that go awry.

3. Ineffective Learning

Advances in technology make it easier for various sectors to access information and do their jobs more quickly. In education, technology can provide easy access to various information and knowledge. Besides that, technology can also help the learning process outside the classroom, as was done during the pandemic, namely distance learning, which was carried out through digital literacy. Distance learning digital literacy can provide learning information needed by students so that national education goals are achieved (Hairun Nisak; 2021). However, digital literacy only becomes effective if it positively impacts students' development. As explained in the previous discussion, digital is also capable of causing various information received not to be filtered and causing deviant behavior, then this will also make learning in schools ineffective.

Technology has made it easier for educators to get various information, which can be done anywhere. However, technology still needs to replace the teacher's role in learning. Technology is only a support, not a substitute for learning. In addition to students' ability to use digital literacy, to be able to create effective digital literacy, it is also necessary to improve teachers' digital literacy skills. Collectively, 65.78% of teachers can master digital literacy, and 34.22% experience difficulties in using learning (Acep, Asep; 2020). This means that learning is ineffective if students and teachers cannot master digital literacy properly. The ability to access information, select, understand digital, and distribute the information obtained must be well mastered.

Accessing information for learning is quite well done. All the information is obtained, but information needs to be sorted and selected properly so that learning can be effective. The accuracy of the information and the information disseminated to students is very important in distributing knowledge in learning (Yesi, Mohammad; 2022). Many students still do not use technology to learn properly, such as playing games, so learning becomes ineffective. Besides that, supervision outside the classroom, namely by parents when using digital literacy, needs to be done to support effective learning. From the discussion above, digital literacy in the SLM program has not been able to lead to effective learning. Teachers and students still do not master digital literacy and digital-based learning supervision is not carried out properly by teachers and students. This is also related to the previous discussion, namely the spread of hoax information and delinquency in digital use.

D. CONCLUSION

Technology in the world of education makes it easy to access various information according to needs and can be done with a very flexible time. Digital literacy in schools is one of the supporters of using technology wisely in education. However, among the positive impacts technology has had on the world of education, there have also been many negative impacts. Easy access to information but not sorting and choosing between facts and hoaxes causes the spread of hoax information in learning. Apart from that, there are still a lot of distractions in digital use, resulting in deviant behavior. Information that is not studied first, its accuracy, and digital abuse in education makes learning ineffective. In addition, it is also due to the low digital literacy possessed by students or teachers and the supervision carried out. Therefore, the government needs to review

the implementation of digital literacy contained in the school literacy movement (SLM) in terms of technical capabilities and information literacy skills.

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