

## DIGITAL LITERATURE CULTURE FOR THE MILLENNIAL GENERATION IN THE WORLD OF EDUCATION

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### Abstrak

Dalam penelitian ini membahas tentang literasi di gital khusus pada generasi milenial dan dunia pendidikan yang mana literasi sendiri diartikan sebagai kemampuan individu dalam mengelola dan memahami informasi dalam melakukan suatu kegiatan membaca atau menulis. Dan bisa juga dikatakan bahwa literasi merupakan sebuah keterampilan dan kemampuan seseorang dalam membaca, menulis, serta memecahkan masalah dalam kehidupan sehari-hari. Dengan semakin canggihnya teknologi khususnya pada dunia digital maka banyak orang-orang yang lebih senang menggunakan hal hal yang simpel dengan memanfaatkan teknologi digital. Oleh sebab itu maka timbullah banyak cara-cara atau metode lain untuk mengembangkan literasi khususnya pada dunia pendidikan yaitu dengan adanya literasi digital yang mana dengan cara ini tentu dapat sangat memudahkan orang-orang untuk mengembangkan literasi khususnya pada dunia pendidikan, bukan hanya literasi digital saja, tetapi juga masih banyak perkembangan-perkembangan lain untuk mempermudah kegiatan belajar mengajar dengan menggunakan teknologi digital yaitu dengan adanya perpustakaan digital dan juga elearning, yang mana pengertian dari Perpustakaan digital adalah sebuah sistem yg mempunyai banyak sekali layanan & objek kabar yg mendukung akses objek kabar melalui perangkat digital. Sedangkan elearning sendiri adalah kegiatan dalam pembelajaran yang memanfaatkan jaringan seperti Internet, LAN, WAN sebagai metode dalam penyampaian, interaksi, dan fasilitasi serta didukung oleh berbagai bentuk layanan belajar lainnya yang masih banyak lagi.

**Kata Kunci:** *literasi, digital, pendidikan.*

### Abstrak

This study discusses digital literacy specifically in the millennial generation and the world of education where literacy itself is defined as the individual's ability to manage and understand information in carrying out a reading or writing activity. And it can also be said that literacy is a person's skills and abilities in reading, writing, and solving problems in everyday life. With increasingly sophisticated technology, especially in the digital world, many people prefer to use simple things by utilizing digital technology. Therefore, there are many other ways or methods to develop literacy, especially in the world of education, namely with digital literacy. which in this way can certainly greatly facilitate people to develop literacy, especially in the world of education, not only digital literacy, but also many other developments to facilitate teaching and learning activities using digital technology, namely

the existence of digital libraries and also e-learning, which means a digital library is a system that has various services and information objects that support access to information objects through digital devices. While e-learning itself is an activity in learning that utilizes networks such as the Internet, LAN, WAN as a method of delivery, interaction, and facilitation and is supported by many other forms of learning services.

**Kata Kunci:** *literacy, digital, education.*

## **PENDAHULUAN**

Literacy is an individual's ability to manage and understand information in carrying out a reading or writing activity. And it can also be said that literacy is a person's skills and abilities in reading, writing, and solving problems in everyday life. With good literacy skills, a person can be able to obtain and use information efficiently and effectively, evaluate information according to their competence, and be able to use the information obtained accurately. Literacy can be used as a power to develop knowledge, skills, as well as attitudes that are characterized by various positive activities such as reading, listening, writing and speaking. "Literacy ability is a benchmark in the world of student education, the aim of which is to form awareness about the importance of progress and also the future of the Indonesian nation. Moreover, sociologically, a high literacy level is the most decisive factor for the progress of society in a nation."(Risna & Lilis, 2021).

However, in the millennial era, literacy culture is increasingly being abandoned, where people who are familiar with technology which is certainly instantaneous tend to become people who like instant things. For example, many people prefer watching movies instead of reading books, they prefer to read cellphones than reading books. Because of that when hoax news spreads they easily believe it because they don't seek the truth by reading, they can only hear which one is not yet clear. Therefore, the literacy culture in Indonesia is increasingly lagging behind other countries.

Of course, the habit of reading is very important, but there are many obstacles and reasons that arise, namely the feeling of laziness and the content of the literature which is less interesting. This is what makes the millennial era abandon literacy culture because of the lack of awareness of existing literary works. Most teenagers only read when necessary, and as for other factors that cause low literacy culture, namely lack of motivation and curiosity, even though reading can certainly open windows of knowledge. Of course, you can get more accurate information from reading which is certainly not in doubt.

The culture of literacy must be introduced from an early age starting from parents in the family environment as well as teenagers. And parents can instill a reading culture for

their children to like reading. Because at this time many humans are familiar with technology and are starting to leave the literacy culture, there must be a unification related to this problem, of course, namely with digital literacy. Digital literacy is an utilization of digital media in an effort to create a literacy culture. Digitalism is a phenomenon in the development of technology from a physical form to an online-based one.

Meanwhile, the meaning of digital literacy itself is the individual's ability to apply the skills of digital pragmatics so that they can find and understand information critically, be creative, communicate effectively and ignore electronic security in the developing socio-cultural context. (Muthoharoh, 2020)

Technological developments have certainly undergone many transformations from time to time. It can be seen from the earliest era of simple to modern communication media technology as it is today, from these developments there will certainly be many differences in the way of communicating. Communication technology in Indonesia is growing rapidly and is supported by the development of the Internet. The Internet is one form of the development of information and communication technology. The Internet is a global network that connects all computers in the world, even though they have different operating systems and machines. With the presence of the Internet, of course, it can pave the way for new media to be present in the midst of society and provide convenience services in interacting and communicating and getting information. (Nasionalita1 & Nugroho2, nd) Apart from the internet, there are many other digital for media literacy In today's modern era, there are many applications that are provided on digital, not only news but also textbooks and so on, of course, they can be accessed easily.

Therefore, today's digital literacy media is very important and useful, because technology is increasing day by day, of course many people are using mobile phones and literacy culture is decreasing, with digital literacy it will certainly increase literacy culture, especially in the world of education even though it has to be with different methods.

Then what are the methods that can be used for students in digital literacy? Of course there is and can make it easier for students to develop digital literacy.

## **METHOD**

This research uses descriptive research, namely by using library research methods. The library research method is a method of collecting data by observing the results of writing related to the object of research. The author explains the importance of literacy culture in the millennial era, events that occur regarding literacy culture in the millennial era in society,

especially the world of education, conveying information based on the circumstances and facts found in the field.

## RESULTS AND DISCUSSION

### Results

From the results of the literature, the effort to increase students' reading interest is by optimizing the management of digital library services. In the process of implementing library activities, one of the main elements in it is service. If the library has many collections but does not provide good services or even does not provide services at all, then it can be said that the library is a dead library. Therefore, the minimum service that must exist in the library is a book lending service.

Improving library services is very important given the relatively declining interest in reading for students, especially by applying the concept of digital library services. The application of digital library services is able to provide excellent service to readers. Excellent service by maximizing the role of digitization in it is an improvement in the concept of library services which initially used conventional concepts to become digital concepts. The concept migration does not only stop at the concept, but also extends to service migration, facility migration and making library activities easier, both from the librarian and the library's perspective. (LIBRARY STATISTICS, n.d.)

With digital literacy with various digital facilities that provide literacy, one of which is a digital library, of course this will be able to increase the culture or reading interest of students in literacy and can improve the development of the world of education. It can be seen from students' reading interest in digital literacy which is increasing from year to year.

Table 1. Total Digital Visitor Number Growth and Student Comparison Percentage

No	Tahun	Presentase Pengunjung	Jumlah Seluruh	Jumlah Pengunjung
		Pelajar	Pengunjung	Pelajar
1	2019	71,54%	536,758	407,936
2	2020	70,47%	253,722	177,605
3	2021	56,66%	461,676	263,155
		TOTAL		848,696

Sumber : Perpustakaan Nasional Republik Indonesia

In the data above, it can be seen that the development of literacy interest in the current era is certainly more inclined to digital literacy, although it is not uncommon for people who

still use the initial method, namely by directly reading books, magazines, newspapers, and so on.

## **Discussion**

The first person to use the term digital literacy was Gilster (1997), where this definition was carried out long before the existence of YouTube, Facebook, and Twitter were created and used by many people. Gilster's definition is in the educational framework by recognizing the uniqueness of the revolutionary internet base and identifying a specific set of information skills (such as evaluation and search) in digitally literate students in accessing text and multimedia information found on the internet and located in the context of school-based formal learning. (Meyers et al., 2013)

Digital literacy can be said to be a life skill that does not only involve the ability to use information, technology, and communication tools, as well as social skills, learning abilities and attitudes, critical, creative, and digital thinking. Douglas A.J. In his paper "What is Digital Literacy?", Belshaw said there are eight important things to develop digital literacy. Cultural, namely understanding the various contexts of users of the digital world, namely:

1. Cognitive, namely the power of thought in assessing content.
2. Constructive, namely the creation of something that is expert and actual.
3. Communicative, namely understanding network performance and also communication in the digital world
4. Responsible self-confidence.
5. Creative, doing new things in new ways.
6. Be critical in addressing content.
7. Socially responsible.(Hanik, 2020)

Digital literacy is more than just the ability to operate software or use digital devices; but also of course related to the complex cognitive, motor, sociological, and emotional skills, which users need in this regard, in order for learners to function effectively in a digital environment. Digital literacy can be said to be a survival skill in today's digital era. By using various types of digital literacy, students can improve their learning process and "survive" from various obstacles in learning (Eshet-Alkalai, 2004).

Kurnianingsih et al.,(2017) revealed that the characteristics of digital literacy do not only refer to operating skills and using various information technology and communication technology devices (hardware and software platforms), however, what is new is the process

of "Reading" and "Understanding" Presentation Technology Content Tools and Processes "create" and "Write" into a new knowledge.

From digital literacy, there is a digital library where the definition of a digital library is taken according to several expert opinions. According to Supriyanto, a digital library is "a system that has various services and information objects that support access to these information objects through digital devices. Furthermore from Kresh digital library is a collection of electronic and related resources using technical capabilities to create, search and use information. The Digital Library Federation in the United States in Pendit defines "Digital Libraries are organizations that provide the resources, including the specialized staff, to select, structure, offer intellectual access to, interpret, distribute, preserve the integrity of, and ensure the persistence over time of collections of digital works so that they are readily and economically available for use by a defined community or set of communities." This means that organizations that provide sources, including expert staff, to select, form, provide intellectual access, interpret, distribute, maintain integrity and maintain and ensure that digital collections can be continuously used so that they are always ready and economical for use by the people. limited or group of people. So, a digital library is an electronics-based system that allows users to access and utilize library resources to meet their information needs.

The National Science Foundation lists 3 primary characteristics of Tedd and Large digital libraries on Pendit, namely:

1. Using technology that integrates the ability to create, search and use news in various forms on a widely circulated digital network.
2. Have a collection that includes data and metadata that interrelate various kinds of data, both in the internal and external environment.

It is the activity of collecting and managing digital resources that are developed with the service user community to meet the news needs of the community. Therefore, digital libraries are the integration of various institutions, such as libraries, museums, files and schools that select, collect, manage, maintain and provide information widely to various communities. (Perguruan et al., n.d.) In addition (SISMANTO, 2008) says that "Digital libraries are systems, which support different services, and information objects, including accessing them through appropriate information devices".

In addition, the definition of a digital library for the educational process or the world of education is a collection of documents containing articles, books, magazines, pictures, files, videos, and sounds arranged in one electronic form available on the internet. Of course, this

is very easy for anyone to access, and there are also many digital libraries that provide it for free.

The goals of digital literacy are::

1. Provide facilities and services to support interdisciplinary research, education, learning, and academic communication.
2. Help collect, organize, and compile printed and digital information and disseminate it for Point of Care and future use.
3. Provide absolute access to information.
4. Act as a gateway to the world of digital as well as electronic information.
5. Provide a global perspective and integrate material from various sources in one place.(Deepublish, 2020)

In its implementation, digital literacy has not been developed optimally and proportionally which can enable it to contribute to improving the quality of learning. So far, digital literacy is only known in social media that can convey various information related to things needed by citizens. The fact that it was found that social media was positioned as a means of delivering messages or information from the sender of the message to the recipient of the message according to needs. In fact, there are still many benefits of digital media that can be used to store advantages that can be empowered for development in learning synergistically to support the improvement of the quality of learning. (Masitoh, 2018)

To support the improvement of the quality of digital literacy learning, it is necessary to continue to develop various methods that can help develop the quality of learning. In the current era, many of the nation's children are modern and have active intelligence and skills, which makes them also increasingly need other methods to be used to improve their skills in this increasingly sophisticated era, as well as to balance the times, skills, and technology. So it is not only digital libraries that are present in the development of digital literacy, now there is also a system that can help facilitate learning media, namely with the existence of E-learning, (Setiawardhani, 2013) said eleraning "is a process of instruction or learning that involves the use of electronic equipment in creating and assisting development as well as assessing in facilitating a teaching and learning process wherever the student is the center and is carried out interactively, wherever and whenever.

E-learning is the application of information and communication technology (ICT) for educational activities. Clark Adrich, in his book *Modeling and Future of Learning*, emphasizes that the definition of e-learning lies in the use of computer networks, and argues that e-learning is a combination of processes, materials, and infrastructure that uses

computers and computer networks. . Improve one or more important parts and aspects of the scope of educational activities, including aspects of managing and disseminating topics, to improve quality. Meanwhile, the American Society for Learning and Development (ASTD) provides a more general definition of the methods and media used in the e-learning process. These definitions are posted on the [aboutelearning.com](http://aboutelearning.com) site. By definition, e-learning is a process and activity that allows online learning (learning over the Internet), computer-based learning (computer-based learning), virtual learning (virtual training), and/or digital collaboration (digital collaboration). The material for this e-learning event is delivered mainly through the Internet, intranets, video or audio recordings, satellite broadcasts, interactive TV, and CDROMs. This definition also states that the definition of e-learning may vary depending on the e-learning provider and how it is used. Following the definition of e-learning put forward by Clark Adrich and the American Society for Learning and Development/ASTD above, the author states, “e-learning is the use of computer technology and computer networks with applications. Innovative learning models in hands-on educational contexts that provide broad access to knowledge to enable learners to acquire new skills. (Ni Yoman Supuwiningsih, 2021)

*E-learning* has begun to be implemented in schools, following the stipulation of the 2013 Curriculum. This is because the 2013 Curriculum recommends schools to implement e-learning sites as a medium in the development of learning. The application of e-learning is expected to help improve student competencies and also facilitate the absorption of knowledge conveyed by teachers to students. (Abdulmajid et al., 2017)

**The benefits of e-learning itself are:**

1. Flexible
2. Self-study
3. Save Cost
4. Improving the quality of education and training materials
5. Improve IT skills

**Advantages of e-learning**

E-learning certainly has advantages, namely:

1. There is an emotional means by which teachers and students can communicate easily via the internet, regardless of distance, place or time, regularly or whenever they are involved in communication activities.



2. Teachers and students have access to structured and planned educational materials via the Internet.
3. Students can learn (view) whenever and wherever they need, because learning materials are stored on computers/laptops/tablets/smartphones.
4. If students need additional information related to the material they are studying, students can look for other learning materials on the Internet.
5. Teachers and students can conduct discussions via the Internet, which can attract many participants anytime, anywhere.
6. Change the role of students from passive to active. Effectively, students who live far from school can access learning materials from home.

### **Disadvantages of E-learning**

Not only does it have advantages, but e-learning also has disadvantages, namely:

1. Lack of interaction between teachers and students, or students themselves, can slow down the teaching and learning process.
2. Tendency to ignore academic or social aspects and instead value business or commercial aspects.
3. The process of learning and teaching is more about learning than teaching.
4. To master teaching methods using ICT (Information and Communication Technology), it is necessary to change the teacher's role from the initial mastery of existing teaching methods.
5. Students who are not motivated to learn are prone to failure.
6. Not all students have devices such as computers, laptops, tablets or smartphones.
7. Uneven Internet restrictions especially in rural areas where Internet access is not available.

### **Constraints and solutions for Online Learning or E-learning**

Barriers to integrating e-learning into learning include several components.

1. The first component is the e-learning infrastructure. Infrastructure can be computers, laptops, tablets, smartphones, computer networks, internet, and other multimedia devices.
2. The second component is HR. Not all teachers have experience with ICT devices such as computers, laptops, tablets, smartphones, etc. Not all students are accustomed to learning to use ICT devices, and there are still many students who are not familiar with

computers and laptops, so that access to textbooks is limited because they only rely on smartphones.

3. Number of LMS (Learning Management System) With teachers Students are confused which one is suitable for use in a learning activity.

### **Solutions for e-learning problems**

1. Schools and local governments work together to prepare the necessary infrastructure.
2. Educate teachers and students how to use ICT tools in education.
3. his habit can be achieved through regular training under the guidance of other teachers who are proficient in using ICT tools.
4. Make teachers accustomed to using ICT tools to complete assignments and provide complementary educational materials that students can access anytime, anywhere. Identify the LMS applications that you like and are familiar with on a daily basis to make it easier to adapt and understand the content.

### **CONCLUSION**

Literacy culture is very important in today's millennial for reading and writing activities with the aim of obtaining and using information efficiently. However, the literacy culture that has been abandoned by humans today in the millennial era and is reunited with the existence of a digital literacy culture that aims to create a literacy culture. Literacy culture which is replaced with digital literacy culture, the goal is to re-increase literacy culture in the world of education even though with different methods.

Digital literacy is an utilization of digital media as an effort to create a literacy culture. Digitalism is a phenomenon in the development of technology from a physical form to an online-based one. Digital literacy is included in modern communication tools, so they can find and understand critical information, one of which is online learning using e-learning learning methods and digital libraries. (By wasito, 2020)

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