

THE LEGAL EDUCATION FOR TEENAGERS REGARDING THE IMPACT OF INTERNET USING AFTER COVID-19 PANDEMIC

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ABSTRACT

The aims of this community service activity is as an educational effort to the community in the Mangunharjo village area, Tembalang District, Semarang City so that they can find out the positive impact of internet use and the negative impact of internet abuse during the COVID-19 pandemic in Indonesia. With the increase in people's productive activities by utilizing the internet network, awareness of the use of the internet also increases. In the end, the use of the internet is increasingly popular in every community activity, not only for consumption needs but also for increasing productive activities. This community service uses the Participatory Learning Methods (PLM) methodology. The result of this community service is that the community has understood the use of the internet during the pandemic as a means of supporting productivity such as fulfilling educational needs through online learning systems, utilizing digital marketing as an effort for MSMEs to survive in the midst of the economic crisis due to the pandemic until new opportunities are born to improve the welfare of the community after the Covid-19 pandemic. The public has also known and understood the dangers of internet abuse during the pandemic, such as the increasing spread of hoax news to the emergence of cyber crime in the community that all parties should be wary of.

A. INTRODUCTION

In an effort to overcome and suppress the spread of Covid-19 in Indonesia, the Indonesian government launched a community program entitled "New Normal" as a guide for community activities during the pandemic.¹ Through the Decree of the Minister of Health of the Republic of Indonesia Number Hk.01.07/Menkes/328/2020 concerning Guidelines for the Prevention and Control of Corona Virus Disease 2019 (Covid-19) in Offices and Industrial Workplaces in Supporting Business Continuity in Pandemic Situations, the government provides directions regarding restrictions on activities. social work environment, both Government Agencies Workplaces, Private Companies, State-Owned Enterprises, Provincial and Regency/City

¹ Muhyiddin, Covid-19, New Normal dan Perencanaan Pembangunan diIndonesia, *The Indonesian Journal of Development Planning*, Vol.IV No.2, June 2020, page. 246

Health Offices.² The government's efforts as outlined in the Decree of the Minister of Health follow the recommendations of the World Health Organization (WHO), starting from the recommendation to wash hands with soap regularly, not to gather or hold meetings, to keep a distance to limit social activities. This is intended to reduce the rate of spread and transmission of the Covid-19 virus in various countries.³

The work from home (WFH) to study from home (SFH) programs launched by the government are an effort to break the chain of the spread of COVID-19 but still do not interfere with the productivity of the industrial and education sectors. The WFH and SFH schemes are designed to encourage community productivity by utilizing the internet network.⁴ There are also many alternatives to virtual social space, and even the trade sector has begun to switch to using e-commerce media in the process of buying and selling transactions. Like it or not, people are exploring the use of the internet further as an alternative medium to replace face-to-face socialization.

With the increase in people's productive activities by utilizing the internet network, awareness of the use of the internet also increases. In the end, the use of the internet is increasingly popular in every community activity, not only for consumption needs but also for increasing productive activities. In the end, today's society has depended on the use of the internet in every activity.

The results of research conducted by Wearesocial Hootsuite in January 2019 the number of internet users in Indonesia reached 150 million users.⁵ By 2020, the number of users will increase to 160 million total users.⁶ The Minister of Communication and Informatics issued an official statement that during the pandemic there was a shift in internet use which was originally centered on public areas, when the pandemic shifted to residential settlements, with the increase in the amount of information traffic.⁷ This clearly shows that the COVID-19 pandemic has brought our society into a digital transformation of information. Internet user penetration data in Indonesia shows that internet users in Indonesia reached 171.17 million

2 Muhamad Beni Kurniawan, Politik Hukum Pemerintah Dalam Penanganan Pandemi Covid-19 Ditinjau Dari Perspektif Hak Asasi Atas Kesehatan, *Jurnal Ham*, Vol.12 No.1, April 2021, page. 38

3 Oswar Mungkasa, Bekerja dari Rumah (Working From Home/WFH): Menuju Tatanan Baru Era Pandemi COVID 19, *The Indonesian Journal of Development Planning*, Vol.IV No.2, June 2020, page. 127

4 Ibid.,

5 <https://databoks.katadata.co.id/datapublish/2019/02/08/berapa-pengguna-media-sosial-indonesia#:~:text=Berdasarkan%20hasil%20riset%20Wearesosial%20Hootsuite,atau%20sekitar%2048%25%20dari%20populasi>. Accessed on 20th March 2022 at 22.30 wib

6 Ibid.,

7 https://kominfo.go.id/content/detail/26060/terjadi-pergeseran-penggunaan-internet-selama-masa-pandemi/0/berita_satker Accessed on 20th March 2022 at 22.30 wib

people from 264.16 million people (64.8%).⁸ Based on the age of internet users, 25.2% of 5-9 years old, 66.2% of 10-14 years old, 91% of 15-19 year olds, 88.5% 20-24 years old, 25-24 years old. 29 years as much as 82.7%. If the data is related to the level of formal education, a very interesting picture can be obtained. Whereas elementary education age (7-15 years) is familiar with and used to using the internet, secondary education age (16-18 years) is also prominent in internet use, as well as higher education age (≥ 19 years).

The need for digital literacy of the Indonesian people during the current pandemic tends to increase. Digital literacy is the interest, attitude, and ability of individuals to use digital technology and communication tools to access, manage, integrate, analyze and evaluate information, build new knowledge, create and communicate with others in order to participate effectively in society.⁹ The rapid development of information today provides a great opportunity for the spread of information itself quickly. So that people who have the opportunity and access to information quickly and accurately will be far more advanced than those who do not have good 'fate' in terms of obtaining information.

B. RESEARCH METHODS

Community service activities carried out using Participatory Learning Methods (PLM). This method was used in community participation-based learning activities.¹⁰ PLM was a learning method that involves audience participation (in this case the youth community of Mangunharjo village, Tembalang district, Semarang city). By using PLM, it was hoped that collaborative learning can be realized so as to bring new knowledge to the community.

C. RESULTS AND DISCUSSION

1. The Positive Impact of Using the Internet in the Time of the Covid-19 Pandemic

- a. Utilization of the Internet as a Means of Education
 - 1) Formal Education Needs

The Covid-19 pandemic has changed the learning process so that it cannot take place like an ideal concept in a learning process. The learning and teaching process is a process of interaction between students and teachers and their learning

⁸<https://databoks.katadata.co.id/datapublish/2019/05/16/pengguna-internet-di-indonesia-2018-bertambah-28-juta> Accessed on 20th March 2022 at 22.30 wib

⁹ Fabio Nascimbeni, *Digital Literacy For Children: Exploring Definitions And Frameworks*, UNICEF Office of Global Insight and Policy, United Nations Children's Fund, New York, 2019, page. 18

¹⁰ Mohammad Hanafi, et al, *Panduan Merancang dan Melaksanakan Penelitian Bersama Komunitas*, LP2M UIN Sunan Ampel, Surabaya, 2015, page. 56

resources in a learning environment.¹¹ Digital transformation has brought significant changes in the teaching and learning process in Indonesia. In order to suppress the spread and transmission of the Covid-19 virus in Indonesia, the online learning method was chosen by the Indonesian government to continue to guarantee the right to education for all Indonesian people. The online learning process utilizes technological advances such as multimedia technology, video, virtual classes, animated online text, voice messages, email, telephone conferences, and online video streaming. Online learning can be done massively with an unlimited number of participants, and can be done for free or paid. Even so, the distance learning model through online learning methods makes interaction limited in the learning carried out by teachers/lecturers with students. Elaboration interactions cannot be carried out directly with students as is usually the case in schools. The online learning process utilizes several digital platforms, including Google Classroom, Zoom Cloud Meeting, Whatsapp Group, and so on.

2) Non-Formal Education Needs

In addition to the need for formal education, fulfilling the need for non-formal education processes during the COVID-19 pandemic also involves using the internet to the fullest. Many people get educational information through the Youtube, Instagram and TikTok platforms. Social media platforms such as Twitter, Instagram, Tiktok and Facebook contribute a significant role in meeting non-formal educational needs. The need for information that has educational content is very much needed by the community in filling spare time to activities during the independent isolation period at home and isolation in the hospital.

b. Utilization of the Internet in the Improvement of Micro, Small and Medium Enterprises

Micro, Small, and Medium Enterprises (MSMEs) are one of the elements of society that are also affected by the Covid-19 Pandemic. Through government policies, Large-Scale Social Restrictions to the Enforcement of Restrictions on Community Activities have resulted in a decline in the turnover and income of MSME actors. Meanwhile, the Ministry of SME Cooperatives stated that of all MSMEs recorded at the Kemenkop UKM, it was reported that 56% of MSMEs claimed to have experienced a decline in sales turnover due to the Covid-19 pandemic, another 22% experienced difficulties in obtaining financing/credit, 15% experienced problems in distribution of goods, and the remaining 4% reported difficulties in obtaining raw

11 Ahdar Djamaluddin, Wardana, *Belajar Dan Pembelajaran 4 Pilar Peningkatan Kompetensi Pedagogis*, Kaaffah Learning Center, Kota Parepare, 2019, page.14

materials.¹² All MSMEs recorded in this research, the composition of MSMEs engaged in the micro industry occupies 87.4%. In overcoming these problems, many MSME actors take advantage of the use of the internet through digital media as an effort to encourage the marketing of their products.

Digital marketing is considered to be able to save the turnover value and profits of MSME actors.¹³ Digital marketing is marketing using the internet as a marketing medium.¹⁴ Digital marketing is very helpful for MSMEs because of the new ability of consumers to follow the flow of digitization. With digital marketing, communication and transactions can be done any time or in real time and can be accessed all over the world, and one can also view various goods via the internet.¹⁵ Most of the information about various products is already available on the internet in the ease of ordering and the ability of consumers to compare a product with other products. The digital media used to encourage marketing through the use of the internet are Twitter, Facebook Marketplace, Instagram Marketplace, TikTok Shop, Tokopedia, Shopee.

c. Utilization of the Internet as a Work From Home

The implementation of Work From Home is one of the government's recommendations in the social distancing program carried out as an effort to reduce the number of transmissions of the Covid-19 virus in Indonesia.¹⁶ The Manpower, Transmigration and Energy Office of DKI Jakarta Province on March 15, 2020 issued Circular Letter (SE) Number: 14/SE/2020 concerning "Work From Home Appeals. These efforts also involve workers/labor and/or trade/labor unions.¹⁷ The Work From Home policy helps the medical team to reduce the spread of the Corona pandemic and has a positive impact on work life balance for workers in the midst of a pandemic.

d. New business and job opportunities in the Digital Era

Utilization of the internet during a pandemic also has a positive impact on the creativity of Indonesian society. In this pandemic period many alternative jobs emerge and provide positive opportunities for Indonesia's economic growth. The Covid-19 Pandemic has resulted in an increase in the unemployment rate in

12 Sam'un Jaja Raharja, Sari Usih Natari, Pengembangan Usaha Umkm Di Masa Pandemi Melalui Optimalisasi Penggunaan Dan Pengelolaan Media Digital, *Kumawula*, Vol.4 No.1, April 2021, page.108-123

13 Ibid.,

14 Musnaeni, Et Al, Digital Marketing, Pena Persada, Purwokerto, 2020, page. 12

15 Ibid.,

16 Nanang Rudi Hartono, Et Al, Tinjauan Yuridis Kebijakan Work From Home Berdasarkan Undang-Undang Ketenagakerjaan, *Jurnal Supremasi*, Vol.10 No.2, September 2020, page.69-70

17 Ibid.,

Indonesia.¹⁸ There are 21.32 million people (10.32 percent of the working age population) affected by COVID-19. Consists of unemployment due to COVID-19 (1.82 million people), Non-Work Force (BAK) due to COVID-19 (700 thousand people), temporarily not working due to COVID-19 (1.39 million people), and working population who experienced reduced working hours due to COVID-19 (17.41 million people).

Even so, with the increase in people's digital literacy in looking for business opportunities and productive activities on digital platforms, there are many new opportunities that can improve people's welfare during the pandemic through the use of the internet. These opportunities include Digital Marketing Specialists, Ecommerce Affiliates, Social Media Affiliates, Professional Gamers, Social Media Endorsements, Content Creators, to Online Trading, Online Streamers, and many more.

2. The Negative Impact of Increasing Internet Use in a Pandemic Period

a. Increasing the spread of hoax news

During the Covid-19 pandemic, the increasing use of the Internet as a means of community activities, both consumptive and productive, also influenced the increase in the number of hoax news received by the public. Several fake news that made the public uneasy and were released by the Directorate of Information Application Control, Directorate General of Information Applications, Ministry of Communication and Information of the Republic of Indonesia on July 11, 2020, including 931 cases.¹⁹ The ease of access and the high public interest in renewable information are one of the triggers for the spread of hoaxes on social media. Hoax is false information, fake news, or facts that are twisted or fabricated for a specific purpose.²⁰ Etymologically, hoax has the meaning of being a joke, lying, deceiving, playing games, and deceiving. The impact of hoax news itself cannot be underestimated. Hoax news tends to have an impact on anxiety, hatred and hostility in society. this is because the source of hoax news is unclear and cannot be verified (derived from anonymous sources). According to Komarudin Hidayat, hoaxes can be a medium to kill someone's character and tend to be

18 Rusman, Dampak Pandemi Covid 19 Terhadap Angka Pengangguran di Indonesia, Outlook 2022: Transformasi UMKM di Era Pasar Digital, *Proceeding Seminar Nasional & Call For Papers*, December 2021, page.690

19 Julyanus Edwin Latupeirissa, Et Al, Penyebaran Berita Bohong (HOAX) Pada Masa Pandemi Covid-19 dan Upaya Penanggulangannya di Provinsi Maluku, *Jurnal Belo*, Vol.6 No.2, February-July 2021, page. 182

20 Alwin Rais Lubis, Et Al, Pengaturan Hukum Penyebaran Berita Bohong (Hoax) Melalui Media Online, *Jurnal Tectum LPPM Universitas Asahan*, Vol.1 No.1, November 2019, page. 21

manipulative.²¹ In addition, the more dangerous impact of hoax news is to change the character of internet users into an anti-literacy society, easily pitted against each other and ultimately lead to the division of national unity.

b. New criminal modes appear

In its development, the use of the internet by the community does not stop at its use alone. Currently, internet abuse is a new scourge that must be realized by both the government and its users. Misuse of the internet will lead users to commit criminal acts. This will lead to the birth of cyber crimes committed by users. Talking about crime in the cyber world cannot be separated from the problem of computer network security or internet-based information security in this global era, especially if it is associated with the issue of information as a commodity.²² Information as a commodity requires service reliability so that what is presented does not disappoint its customers. To achieve a level of reliability, of course, the information itself must always be updated so that the information presented is not out of date. This cyber crime emerged along with the rapid development of information technology. The cyber crimes that are popularly known by the public include: Online Fraud, Online Prostitution, Stupid Investments, Hacking, defamation to privacy rights violations such as hacking personal identities in the cyber world.

D. CONCLUSION

The use of the internet in the midst of the Covid-19 pandemic has brought the Indonesian people into digital transformation in all aspects of their activities. Utilization of the internet as a means of supporting productivity, such as meeting educational needs through online learning systems, utilizing digital marketing as an effort for MSMEs to survive in the midst of the economic crisis due to the pandemic, to the birth of new opportunities that can improve the welfare of the community after the COVID-19 pandemic. the possibility of using the internet also gives birth to the threat of its misuse. The increase in the spread of hoax news that can break the unity and integrity of the nation, online fraud, the spread of online prostitution, to defamation carried out through social media are of particular urgency for law enforcement in Indonesia.

21 <https://mediaindonesia.com/humaniora/86581/hoax-sama-dengan-pembunuhan-karakter.html> Accessed on 20th March 2022 at 22.30 wib

22 Alcianno G. Gani, Cybercrime (Kejahatan Berbasis Komputer), *JSI Jurnal Sistem Informasi Universitas Suryadarma*, Vol.5 No.1, 2018, page.18

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