



Children's Politeness in Digital Era

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Abstract. The language used by children no longer reflects a nation that upholds ethical and aesthetic values in this digital era. Many children have begun to erode their politeness values. Children speak freely without realizing and considering who they are talking to, so their language tends not to have the principle of politeness. This study used a qualitative method using library research. Data collection techniques used were documentation methods and data analysis techniques. The study results show that using digital media effectively and strategically can improve children's language skills, especially politeness. Interactive media is useful in children's language development to increase concentration, associate words and symbols with objects, discrimination, identify similarities and differences, classify objects, see whether there is a relationship, develop the concept of size and space, increase curiosity, and develop children's creativity. Language learning strategies in elementary schools must prioritize active, communicative language learning oriented to communicative competence, which gives more space for students to hone their language performance & language expression. Educators need to hone children's productive skills in critical and active communication so that "linguistic piety" is realized, namely polite, from an early age in the digital era.

Keywords: politeness · children · digital era · elementary school

1 Introduction

The development of technology in this modern era is getting faster. As time progresses, technology becomes more sophisticated. The story of technology in addition to providing convenience and many benefits [1]. Information and communication technology utilities also impact the world of education in Indonesia. Education stakeholders have widely applied internet-based information and communication technology media (interconnection networking) as learning media, a means of developing teaching staff and searching for relevant information relevant to subjects [2]. Therefore, the advantages of information and communication technology are expected to spur and improve the quality of education [3].

However, information technology also harms children, especially in terms of language. Language is a means to convey information to others, both orally and in writing.

Currently, there is a shift in politeness in language. It looks like someone is experiencing “language shock.” When the literacy culture is still low (Indonesia is still ranked the most distended in Southeast Asia), it is now faced with an era of information flooding [4, 5]. Social media users in Indonesia are not small. Based on Hootsuite’s research results released in January 2020, social media users in Indonesia reached 150 million, or 56% of the total population. This number is up 20% from the previous survey.

Meanwhile, gadget users reach 130 million, or about 48% of the population [6]. The increase in social media users in Indonesia is not balanced with an awareness of language politeness in providing criticism or comments [7]. The increasing number of users is inversely proportional to politeness in speaking on social media.

Based on the results of research conducted by We Are Social, a British company in collaboration with Hootsuite, released a recent report entitled “Essential Insight Into Internet, Social Media, Mobile and E-commerce Use Around the World” [8]. The report revealed that Indonesian people spend 8 and 15 min daily interacting with cyberspace [9]. That has resulted in the Indonesian people being labeled the most “chatty” in cyberspace. The high frequency of communication in cyberspace can cause social tension between users [10]. One of the causes of misunderstandings in cyberspace is the lack of politeness in language. When communicating in cyberspace, many Indonesian people still do not pay attention to politeness speaking, even though this is very important.

Language politeness is part of language development [11]. Language politeness is the most obvious feature of using language to express the nature of human sociality, which is described in the form of speech [12]. Politeness is a discussion that considers the feelings of others about how they should be treated interactionally, including behaving appropriately towards the social status of the interaction actors [13].

Today, the language used by children no longer reflects a nation that upholds ethical and aesthetic values. Researchers have observed on social media and in schools that many children have eroded their politeness values. They speak freely without realizing and considering who they are talking to, so the language they use tends to have no politeness principle [14]–[16]. Many cases occur as a result of being accustomed to speaking harshly. Among them is news that happened recently.

The first news was from Detik.com on April 5, 2022. They started by mocking each other. A group of teenagers in an East Jakarta brawl finished their tarawih prayer. Furthermore, quoted from *thoughttrakyat.com*, on April 13, 2022, teenagers challenged a fight and stabbed the victim to death due to mocking each other on social media. This brawl killed one person in the Palmerah area, West Jakarta. In the third article from *thoughttrakyat.com*, on March 29, 2022, a fight also occurred due to mutual mockery on social media that killed a teenager in Tangerang City. Quoted from *Antaranews.com*, on April 4, 2022, there was also a brawl after taunting each other during tarawih. This brawl occurred in front of SDN Cibubur 1, where the perpetrators were still in elementary and junior high school.

In addition, bullying incidents carried out between fellow children at school indicate that the identity of children who uphold the value of decency has been lost [2]. Violent and sadistic shows on television or social media using “*saru*” and vulgar language are increasingly rampant, and sexual-liberalist spectacles are becoming increasingly entrenched. In excess, the language is used by children and manifests into a popular

language in daily communication, especially at school. It indicates that technological developments greatly affect the growth and development of children's speech [17]. The Indonesian Child Protection Commission (KPAI) received at least 37,381 reports of bullying from 2011 to 2021 [18].

Language politeness is always associated with language as a communication system. In addition to verbal elements, nonverbal elements also need to be considered. The non-verbal elements in question are paralinguistic, kinetic, and proxemic elements. Recently the song "*Joko Tingkir Ngombe Dawet*" has been talked about by many people. The reason is that this song is considered inappropriate, considering the figure of the owner of the name is the great-grandfather of the Javanese clerics. This song does not have a negative element in terms of language, considering that *ngombe dawet* or drinking dawet is not bad. However, when viewed in terms of decency, it is not right. The reason is that Joko Tingkir is a cleric and the great-grandfather of NU scholars. It doesn't feel good to be used as an introduction for the song lyrics used by dancing. The language is not the problem, but the language setting is the problem. So what is considered demeaning is not the language but the setting of how the language is used.

The condition of children's language politeness is further exacerbated by the negative influence of social media (Chen, 2015). Students familiar with gadgets and technology during online learning get a little or a lot of bad results in terms of language, such as from TikTok, Youtube, online games, Facebook, and various other application platforms [17, 20]. One of them is like playing free-fire online games, which elementary school children love now. This game harms several aspects, namely (1) children's learning outcomes, (2) children's learning interests, (3) children's emotional and social development, and (4) children's communication behavior, especially those related to language politeness [21].

Students addicted to online games often speak harshly and swear when playing games through cellphones, internet cafes, or game centers. Students addicted to online games are included in the psychological addiction group. Students have a strong and wholehearted desire (impulse) to do something continuously. In this case, there is always an inner urge to play online games [22]. Students who often play online games do not have good verbal and nonverbal communication skills [23]. When children are asked to express their opinion, they do not do so. Students tend to be engrossed in their activities. Likewise, when spoken to, children tend not to maintain eye contact with the interlocutor. In addition, the interaction of children who often play online games affects the interaction ability in communicating with people outside of playing online games. The low interaction of children who are addicted to online games will trigger an indifferent attitude towards teachers, fellow friends, and even hurt friends [24].

Social media users, especially on Twitter and TikTok, have been animated by the term "Child of South Jakarta" as a language of communication. Quoted from nusadayli.com, published on April 29, 2022, the language of the children of South Jakarta who spoke slipped the word "which is, literally, basically, at least, finally, prefer, basically, at least, etc." in communicating. The phenomenon of code-mixing communication in the style of Cinta Laura and other artists has become a trend for millennial youth [25]. Even young people in South Jakarta claim that Indonesian-English mixed languages are their language. This term refers to the habits of young people who communicate in a mixture of Indonesian and English. This South Jakarta child's slang became viral in cyberspace after

being uploaded to the TikTok social media application. This symptom greatly affects the language mindset of other millennial children because the TikTok application has become a massive medium of expression for them [26].

However, Children can address positive things in the current digital era. Many types of stimulation can be used to trigger the development of linguistic politeness in children. The American Academy of Pediatrics explains that exposure to media such as television, movies, videos, games, the internet, music lyrics, newspapers, magazines, books, and advertisements can potentially trigger health problems. Still, on the other hand, this media can also have a positive effect on the child's life [27]. One of them is using digital media to support the process of acquiring children's language politeness at school.

2 Methods

The study used qualitative descriptive field research, an analysis conducted in real life [28]. The type of research used is library research, conducted in a library room to find and examine data/information sourced from books, journals, newspapers, social media, and so on [29]. Researchers generally carry out literature research without having to go directly to the field in search of sources of information. This research is also often referred to as research based on the results of written works, including research results, both published and unpublished research. Library research is useful for solving a problem that is still unclear, comprehensive, complex, dynamic, and meaningful based on written sources [28].

Furthermore, the data collection technique used in this study is the documentation method. The researcher does it through reading books, newspapers, announcements, meeting briefs, written statements, and other similar media. Meanwhile, to analyze the data, the researcher used the technique of concentration analysis. The content analysis technique is a data analysis technique that aims to conclude by identifying certain characteristics in the main idea of a text in a structured manner and as it is [30].

3 Results and Discussion

The literature used in this study is from journals related to the research being studied about children's language politeness in the digital era. The journals are accessed and read online through the OJS (online journal system). The journals reviewed are as follows.

* Politeness, in a broad sense, is oriented to the public personally or the 'face' of an interaction actor everywhere in language use [31]. Language politeness considers other people's feelings. People who are polite in language carry out slightly more complicated communication than someone who does not consider the surfaces of the other person [15]. How someone communicates politely usually doesn't say what is meant but frames their communicative intentions in formulating their utterance. Language politeness is also an indicator of character education by the Pancasila State Foundation for Indonesian people [32]. It can determine children's characteristics early because they like to imitate anything in their environment. This character education is very important to be accustomed to consistently from an early age so that it is embedded in the younger generations of the nation's successors.

The politeness of children's language is inseparable from the parenting given to children and a supportive environment. The three centers of education are school, community, and family. The three institutions must work together to form children's character or language politeness. Therefore, it is very important to master the ability of teachers, parents, and the community to speak in a very polite and respectful manner so that the children in their environment are accustomed to communicating well and politely. Children's language politeness must be trained and developed from themselves since childhood as a form of habit. From the age of up to the first year, children use various degrees of politeness in interacting or playing along with developing their income. The child's language is like saying gratitude when he gets something. When he apologizes for wrongs when other people hinder him, he says, "Excuse me". And begin to pay attention to communicative norms and the style of interactional and communicative norms adapted to the culture that politeness must instill in children.

Digital media plays an important role in the process of providing stimulation because this media can facilitate understanding and strengthen children's memories. Digital media is one type of media that is widely used. The media not only provides information or education about language politeness but packs it with entertaining elements.

Several studies have also found that digital media can introduce children to abstract concepts that were previously considered too difficult for their age groups, such as concepts about mathematics, dynamic systems, and communication competencies. Other studies have found that digital media-based activities in school settings can engage children in collaborative learning, reasoning, and problem-solving activities deemed too sophisticated to understand at a very young age. In this activity, children discover how humans communicate with each other, and they also learn the basic concepts and general principles of polite and effective communication. Children can learn that communicators must speak politely to communicate effectively.

The technology also allows children to engage with spoken language, as well as with various visual texts. This rich digital resource needs to be explored by the educational environment to support the development of children's language and language politeness. McLean points out that teachers have an important role in encouraging children's access to various experiences through technology media. There is a large number of tools that it can use to provide opportunities for children to listen and respond to the spoken word politely. However, as noted above, it is important to remember that technology is used as a two-way communication tool, in which children are also encouraged to be active participants.

Politeness in children's language in the digital era is an essential competency in realizing the Pancasila Student Profile. Student Profile Pancasila is one of the efforts to improve the quality of education in Indonesia, which prioritizes the formation of student character. In the current era of technological advancement of globalization, the role of value and character education is needed to provide a balance between technological development and human development. Children cannot avoid technology and social media, so children in all academic units must be wise in using technology and social media. What needs to be considered is the digital media culture (digital culture). For example, they can use time management use of technology which they can use social media. Then it is safe to use media (digital safety); children need to know sites or media

that tend to be fraudulent, lie, and bad things that also impact the child. Children also need to develop ways of interacting that are responsive but still ethical as the manners of interacting with other people directly, or in this case, we are familiar with (digital ethics) and proficient in digital media (digital skills) to make Indonesian people more digitally capable.

Language learning strategies in elementary schools must prioritize active, communicative language learning oriented to communicative competence, which gives more space for students to hone language performance & language expression. Children can achieve communicative goals if the speaker and listener start, end, and maintain speaking activities well. Children are expected to apply the grammatical rules of a language for social and communicative interactions, namely knowing when and how to open a conversation, what topics are appropriate for certain speech situations or events, which form of designation to use, to whom, and in what conditions. As well as how to convey, interpret, and respond to speech acts. In addition, educators need to hone children's productive skills in critical and active communication so that "linguistic piety" is realized, namely polite, from an early age.

4 Conclusion

Language politeness must be trained and developed in children early on as habituation or habituation. Politeness learning contains the essence of skills in using language according to the needs and situations of its use following the social and cultural context encountered. Cultural aspects are very important in language life in Indonesia, considering the benchmarks of politeness, verbally and nonverbally, some of which are bound by local cultural values. The position of Indonesian language learning can be emphasized in the elaboration of the points of the formulation of learning outcomes related to the nature of the function and or use of language in communication, which includes aspects of listening, speaking, reading, and writing with the elaboration of the points of the formulation of learning outcomes associated with the nature of the functions and the use of language in communication, which includes aspects of listening, speaking, reading, and writing.

The development of technology today has a positive and negative impact on the development of children's language politeness. The use of digital media in an appropriate and targeted manner can improve children's language skills, especially language politeness. Interactive media are useful in children's language development to increase concentration, associate words and symbols with objects, discrimination, identify similarities and differences, classify objects, see whether there is a relationship, develop concepts of size and space, increase curiosity, and develop children's creativity. Technology also provides many opportunities for children to communicate ideas and feelings, such as repeating vocabulary, stories, songs, and rhymes using polite language. In addition, technology also allows them to produce or produce polite language in communication, providing a platform for them to discuss, retell, explain, solve problems and negotiate politely with others.

No one can directly filter the words or sentences that will be spread on social media. For this reason, teachers must equip children with the ability to be able to distribute and

communicate their ideas politely. By applying polite language on social media, they can avoid invasion of privacy and not harm themselves or other parties. Language politeness and information literacy are the main capital in the use of social media in the digital era. Politeness in the language is also a reflection of self-maturity in literacy. By using polite language, it is hoped that it can minimize the negative effects of using social media, which the users themselves can only filter.

Acknowledgments. The authors thank the editors of the AIP Conference Proceeding Series and the Unima International Conference on Social Sciences and Humanity (UNICSSH) committee for publishing this paper. The Faculty Research Support Fund provided funding for this study.

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