The Impact of Project-Based Learning to Build Student Civic Engagement in the Digital Age

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Abstract. Civic engagement is a condition where the community as citizens is involved and actively participates in various aspects of life as a result of their position as citizens of a nation based on their abilities and capacities. Civic engagement is one of the indicators of a good citizen. Because good citizens are citizens who have loyalty to their communities. Students as young citizens must be fostered so that they are able to have good citizen involvement, so that their presence in the community can contribute to the development of their community. One of the efforts that can be done to build student civic engagement is through civic education. Therefore, it is important to mix the civic education learning process in such a way that it is able to build student civic engagement, especially in the digital era. One effort that can be done is to apply project based learning in Civic Education. This study aims to determine how much the impact Project-based learning in Civics learning to build student civic engagement. The sample of this study is 390 respondents. From the results of this study obtained results if project learning model in Civics learning had an effect of 51,9% to build student civic engagement.

Keyword: Citizenship Education · Civic engagement · Project-Based Learning Model

1 Introduction

The current condition of the world seems borderless as a consequence of globalization [1, 2]. Globalization as a phenomenon that can not be avoided today. The phenomenon of globalization has had more impacts on human life. Not only the positive impact of globalization, but also the negative impact.

Technological development is one of the impacts of globalization. Technological developments that occur today are like two sides of a knife. On the one hand, it can be something that encourages progress for human life. On the other hand, it can be a boomerang against human life. Technological progress that is not managed properly will be a challenge in human life. The development of technology that is not controlled in its use can make people a slave to technology [3, 4].

The development of technology which is currently spreading among the people, especially young people in Indonesia, has been able to erode the personality of the Indonesian nation [5]. The ignorant attitude towards the environment, hedonism, individualism, not

caring about environmental problems are the new characters of today's young people. This condition requires special attention. How to re-instill in young people to be more concerned about the environment around them, to be more willing to be involved in solving problems that occur around them, not being indifferent to their surroundings, which the majority of Indonesian youths show today. In this digital era, it is important to increase students' awareness to want to be involved in the life of the surrounding community. Therefore, learning is needed that can encourage students to have cognitive abilities and soft skills in solving various problems that exist in the surrounding community, both individually and in groups [6–8].

This negative phenomenon that has occurred has prompted researchers to conduct research on how to formulate suitable learning strategies that are able to build student civic engagement in the digital era as it is today. Because after all, education plays an important role in the formation of children's character [9]. Therefore, a suitable learning strategy is needed to build the awareness of students to want to involve themselves voluntarily in dealing with problems that occur around them.

In project-based learning, the learning process is directed by using an inquiry way of thinking, so that students can discover the basic concepts of learning material for themselves. [10, 11], where students will construct their own knowledge through the completion of a real product as a solution to existing problems [12, 13]. Project-based learning models are able to develop students' attitudes to be more sensitive to their environment [14].

This study aims to determine how the influence of project-based learning models in building student civic engagement in the digital era.

2   Problem of Research

In this study, the problem that is the focus of research is how much influence does the project-based learning model have on student engagement in the digital era?

3   Methodology of Research

3.1   General Background of Research

Quantitative approach was chosen to conduct this research. It is hoped that quantitative research can provide a definite picture of the major influence PjBL has on developing student participation. With a quantitative approach will also be able to test the truth about a theory [15]. The research method used is the correlation method, namely to determine the effect of the inter-variables in the study. In this case to know the impact of project-based learning to build student civic engagement in the digital age.

3.2   Sample of Research

The respondents of this study were high school students in Cianjur Regency, West Java, Indonesia. Researchers took samples of high school students at SMA Negeri 1 Cianjur and SMA Negeri 2 Cianjur, West Java, Indonesia. In this study, the sample was determined using a random sampling technique. The number of samples in this study were 390 students.

3.3   Instruments and Procedures

This research is in the process of collecting data using questionnaires and observation.The research procedure used in this study is a quantitative research procedure from Cresswell [16]. The stages of research carried out include: 1) Data collection; 2) Data analysis; 3) data interpretation; and 4) drawing conclusions.

3.4   Data Analysis

To analyze the data obtained from this study, the authors used quantitative data analysis. Researchers used statistical data analysis. Statistical data analysis used is linear regression analysis to determine the effect of variable X, namely project based learning on variable Y, namely civic engagement [17].

4   Result of Research

The data obtained from this research process then the researchers processed the data using the IBM SPSS Statistics 21 software. From the data processing, the following results were obtained:

Based on the Model Summary table, the R value (correlation coefficient value) is 0.720. The value of this correlation coefficient indicates a strong relationship between the variables X Project Based Learning and Y Civic Engagement. In this table, the R square value or coefficient of determination is 51.9%, which means that the X variable or project based learning has a contribution effect of 51.9% on the Y civic engagement variable and another 48.1% is influenced by other factors outside variable X (project based learning).

Based on the ANOVA table, the value of Sig. $= 0.000 <$ from 0.05, which means that project based learning has a linear and significant influence on student civic engagement.

Table 1. Model Summary

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.720[a]	.519	.518	9.582

[a]Predictors: (Constant), Project Based Learning

Table 2. Tabel Anova

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	38430.863	1	38430.863	418.562	.000[b]
	Residual	35624.768	388	91.816		
	Total	74055.631	389			

[a]Dependent Variable: Civic Engagement
[b]Predictors: (Constant), Project Based Learning

Based on Table 1 Model Summary and Table 2 Anova, it can be concluded that project based learning has a linear and significant influence on student civic engagement by 51.9%.

5   Discussion

Civic engagement is defined as a form of involvement from a citizen either individually or collectively so that a change occurs for the community [18–20]. Civic engagement is the positive involvement of citizens in civic activities aimed at improving the welfare of individuals, communities, and their countries [21].

The civic engagement shown is the active participation of citizens in the democratic process. Therefore, the existence of civic engagement is very important for the running of democracy in a country.

In civic engagement there are several elements, namely civic behavior, civic skills, civic connections, and civic commitment. The important things in a civic engagement are: 1) knowledge and implementation of rights and responsibilities; 2) a sense of concern for the country and sharing one's fate with fellow citizens; and 3) subjective identification of other citizens [21]. Civic engagement is more than just community participation behavior. But in a civic engagement it means substantively involved, which includes behavioral, emotional, and cognitive components [22].

Youth contribute to their individual development, the well-being of their families, and their communities. When youth are actively involved in the welfare of their families, communities and countries, it will bring benefits to themselves, their families, their communities and their countries [22–25,]. Therefore, youth civic engagement as a young generation is very important.

Young people are more likely to show their involvement as citizens if they are in a regulated condition such as in a school, community organization, youth organization and religious organization [26]. In a school, for example, students are likely to be able to show their involvement as citizens because in the school they will be given knowledge about various problems that exist in society and they are asked to take an action to deal with them so that it is very possible for students to show their involvement as citizens. Student's civic engagement can be familiarized through extracurricular activities and various civic activities, such as volunteerism programs that can be implemented through classroom learning projects [26].

Through project-based learning, students are invited to share students' ways of thinking in an inquiry way [10, 11] where students will explore and construct their own acquired knowledge through the solutions they offer to solve the problems they face. [12, 13]. Project-based learning is quite effective for developing student behavior. This is because with this technique they can cultivate their skills in collaboration in groups such as the ability to share information, skills and feelings [14].

Technological advances that have brought Indonesia into the digital era must be able to be addressed wisely by the Indonesian people. Do not let the digital era loosen the involvement of citizens in social life. This must be addressed immediately, one of which is through Citizenship Education. The implementation of civic education must be directed to learning that is able to build student involvement in social life. Therefore

we need a learning model that is applied in civic education that is not only able to form knowledge, but is also able to shape their attitudes and skills as citizens.

The implementation PjBL in the learning process, especially in Civic Education learning will be able to build student civic engagement. Students will be involved in learning that requires them to solve problems that are around them through real projects that they produce through learning. Therefore, it can be concluded that the use of learning-based projects is able to encourage student involvement to develop further as needed in today's digital era.

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