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Characteristics of Young Indonesian Citizenship in the Digital Era

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Abstract— **The digital era has brought cultural changes, especially for young Indonesian citizens. The purpose of this study is to describe and analyze the characteristics of young Indonesian citizens in the digital era. The method used in this research is a descriptive quantitative approach. The data collection techniques use questionnaires and interviews with junior high school students in Bandung Indonesia with a sample of 450 people. Data analysis using descriptive statistics. The results of this study indicate that (1) internet usage in junior high school students in Bandung is 100% and have social media account with 85% of them have long access of more than 8 hours a day; (2) characteristics of junior high school students in Bandung as a young citizen in the digital age shows that the value of caring and responsibility becomes a point that must be considered because it tends to be fast in getting information through social media without knowing the truth. The implication of this research is what kind of values development model that suitable for young citizens in the digital era.**

Keywords— *civic education; digital citizenship; digital citizenship education; digital era*

I. INTRODUCTION

The development of information technology such as digital media has brought changes to the ways, media, and habits of people, especially young citizens. The world seems to be no limit and no secrecy. Accordance to Naisbitt [1] and Machfiroh [2] that the development of information technology has brought to the world without any space and time limit and lead to changes in one's behavior due to culture shock.

The culture shock to sudden changes in media has brought many new phenomena that emerged, both of which are noticed, especially the young citizens. This is because the information technology revolution has affected all the aspects of human life. Cross states that every human being as a citizen must be prepared for the cultural influence of the digital revolution [3]. Digital media as a value-free support tool but is like a two-sided coin. One side to give benefits so that the activities become effective and efficient. But on the other side, the values of life that have become a positive culture has begun to erode because of new media existence as part of digital media. Based on the theory of techno realism used as the basis of this theory that technological change cannot be denied to affect various aspects of life, but new media is not always changing all aspects of human life. Digital media includes information and communication that are how to obtains produces and disseminate knowledge, communication tools [4-6].

Young citizens become one of the life pillars of the nation for the present and the future. In digital media, the role of young citizens is used dominantly and is very important to examine the characteristics of young citizens in the digital era which is called as "jam now". This study is concerned with junior high school student because the psychology development aspect on this grade is a transition from the independent childhood to mature. Therefore, this study will describe and analyze the characteristics of young Indonesian citizens in the digital era with the subject of junior high school students in Bandung.

II. RESEARCH METHODOLOGY

The approach of this research is quantitative-descriptive research method. Data collection techniques used questionnaires online with's googleform and media social. Reasearch partisipant to junior high school students in Bandung with a population of 42568, while 450 samples composed of 7, 8 and 9 class in 7 junior high school in Bandung based cluster random sampling by Slovin formula. For data validation, the instrument is tested to see the validity of data and reliability data. Data analysis used with analytical descriptive with reinforced secondary data in the form of interview and observation in the field.

III. RESULT AND DISCUSSION

A. Internet User Overview

Based on the questionnaire results conducted to 450 respondents of junior high school obtained 100% internet user using the internet for searching or social media. The APJII research results show that 18.4% of internet users on Java Island are aged 10-24 years old [7]. PEW research results in the United States state that 75% of teenagers aged 12-17 years old have smartphones [8]. The teenagers have a very active character using the network of digital technology and have the ability to operate internet-based technology. The generation born after 2004, millennial generation (ages 13-25 years old),

has created its own trend compared to previous generations who use the internet as a work tool. Hence generation born in the Internet age makes their digital native grow with broad access to technology. They are intuitively able to use various technology devices and navigate the internet. However, their understanding of technology or quality sources tends to be superficial [9].

New Media becomes an alternative media in every aspect of life. The survey results showed that young citizens cannot be separated from mobile phones, at least 8 hours a day of their daily activities using mobile phones for social media or googling. Hunter said that the presence of new media tends to make information becomes easy to find and to discover [10]. The new media makes everyone can find anything out in anytime and anywhere. Based on the young citizen's activities, they can be involved in the production of news and information through digital media that causes changes in the character of young citizens. According to White & Le Cornu, the characteristics in the virtual world is divided into two classes namely the visitors and the residents [11]. Based on this classification, the results of this study indicate young citizens in Bandung classified as the residents because young citizens prefer to interact in cyberspace of digital technology and make personal identity through social media rather than information searching. The results of this research indicate that 100% of respondents actively use at least 4 kinds of social media account, such as Line, WhatsApp, Twitter, and Instagram. The results of a 2014 research conducted by the Internet Service Providers Association showed that social network (social media) were ranked highest utilized than searching information (browsing/searching), chatting (messaging), news searching, video, and email. It shows the tendency that news search and email usage are currently dropping. However, the use of social media is getting higher. Those behaviors confirm that young citizens have characteristics as residents in the digital era. Furthermore, the motive of young citizens in using the internet is self-actualization. The 93% of internet user using mobile phone consists of women and men with the percentage of 68% and 32%, respectively.

Based on Hine, the type of internet users is divided into 3 classes i.e. newsgroups, participants, and luckers [12]. The results of this research indicate that young citizens as respondents tend to classify as the luckers because most respondents decided to see and publish the news right away without reading the news. This is the reason for the rising of hoax appearance. The current digital era makes that detection of the news authenticity is quite difficult if not equipped with some digital skills.

B. Value Development for Young Citizens

Characteristics of young citizens in the digital era with the tendency as residents with the type of luckers needs to have a concern and responsibility to be a point that must be considered because it tends to quickly in obtaining information through social media without the truth. Young

Indonesian citizens in the digital era are expected to have personal values to have compliance with applicable rules and be responsible for the enforcement of human rights [13]. Thus, the embodiment of a digital citizenship that aims to make citizens of Indonesia able to behavior and behave properly according to the value of Pancasila so it can deliver young Indonesian citizens to the civilized digital era. The strategy in teaching etiquette and ethics in this research is based on the values of Pancasila that is the noble character [14].

Ideal values in Pancasila especially concern and responsibility to the values that must be embedded by every young Indonesian citizen in the digital era should be emphasized. The phenomenon of behavioral change, especially the rise of hoax news on citizens in the digital era indicates the uncertainty about the practical scope and the broader part of the citizenship in the recent modernization [15-17]. The modern personality in the post-modern is more alive in society with its individualistic dominant character. Moores and Wood has strengthened the cultural change in the post-modern era that the media technology (Hi-Fi Satellite Television) as a process of construction and modern society makes technology a modern personality [18,19]. This matter forms a new character because people live with online media that can be felt every day. This is in line with the online network theory and virtual reality of identity and groups in the scale and quality that may vary from individual to understanding the daily lives of popular media, where they get information [20].

In addition, digital media should be able to support a wider culture of citizenship. This is like Dahlgren Speech that the digital infrastructure is capable of supporting a wider culture of citizenship [21].

The results of Lewis's study (1993) [22] show that all the learning objectives and goals in Japan, 12% are related to academic activities and the remaining is skills related to personal and social development. In the 21st century, China established the "Experimental School", through educational practices that combine very well traditional values and interactive technologies. Hence, Indonesia should be able to create a school environment while maintaining ideal values as a nation of Indonesia but still utilize technology. This is consistent with the theory of technorealism that the internet and social media must be used in a balanced way between the negative potential and the positive potential. The benefit and effect of the internet usage depend on the user's wisdom.

IV. Conclusion

Internet usage overview of the junior high school student in Bandung city indicates that 100% young citizens using the internet and have social media account, with long access of more than 8 hours a day. 85% of the total have residents characteristic with the type of lukers. Characteristics as a young citizen in the digital age for junior high school students in Bandung shows that the value of caring and responsibility becomes a point that must be considered because they tend to

fast in obtaining information through social media without the truth. Knowing the truth is essential because it becomes a part of the value of Pancasila as the basic foundation of the Indonesian nation.

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