

THE IMPORTANCE OF DIGITAL LITERACY TO BE AWARE OF NEGATIVE CONTENT USING GADGETS IN EARLY CHILDHOOD

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Abstract. Digital technology continues to experience rapid development, today many people use digital technology in everyday life to facilitate human activities, such as communication, learning, entertainment facilities and others. All circles feel the impact of advances in digital technology, such as young children, they are fascinated by games and entertainment on social media. What is feared is the negative impact of using social media and gadget applications on children. On this basis, the researcher used a literature study, described relevant research results and drew conclusions about the importance of digital literacy for young children to be aware of negative content using gadgets. The results of this study, the researchers explained that, early childhood who use gadgets will develop creativity, be innovative and involve new learning experiences. However, the use of gadgets must be accompanied by digital knowledge and skills or digital literacy. The intensity of children using gadgets is feared by children isolated in unhealthy interactions and focusing on screen-based consumption. The importance of collaboration between the roles of families, teachers and parents to be actively involved, provide digital literacy-oriented education to be aware of the negative content of digital technology.

Keywords: gadgets, Children, Digital Literacy

INTRODUCTION

The development of digital technology is growing rapidly. Digital technology has a great influence on humans, such as helping humans to communicate remotely, spreading information, and helping other human activities. With the rapid advancement of digital technology, it must be balanced with knowledge and skills in using and utilizing digital technology through digital literacy. Cultivating digital literacy can form good generational personality traits.

The current generation is being prepared to welcome the golden Indonesia 2045. Efforts are being prepared such as strengthening digital literacy for all people, such as through education. The cultivation of digital knowledge and skills through digital literacy from an early age must be instilled seriously and continuously. Strengthening and instilling digital literacy from an early age is the initial foundation for forming children's character, so to welcome Indonesia gold 2045 it is necessary to inculcate and strengthen digital literacy from an early age for children.

Today's human daily life activities are rife with gadgets, including many children who are now found using gadgets freely. Today's children are very good at using their gadgets with the various applications or games they play, this means that parents and children need an understanding of the knowledge and skills to use digital technology such as gadgets and other applications wisely. In line with research conducted by Novitasari & Khotimah (2016) children prefer to play with their gadgets rather than playing with the theme. At the age of 2 to 7 years, children are already good at using their gadgets without the help of others (Lindriany et al., 2022).

The use of digital technology such as gadgets and using social media applications freely is feared to have the potential to have a negative impact on the child. A lot of inappropriate negative content that spreads freely in the digital world, is not suitable for consumption by children. Therefore it is necessary to have a role for parents, family and the surrounding environment to guide children when using digital technology such as gadgets, with guidance and supervision for children, can provide a sense of security and children can make good use of digital technology.

In using gadgets, children should receive intense assistance from their parents, family environment and society. Parents and family are the closest people to children apart from teachers at school. Parents and families should set a good example, provide intense assistance when the child is using the gadget, with intense supervision and guidance for the child it is hoped that the child will be wise to use the gadget and not be affected by negative content that spreads freely on gadgets, the internet and social media.

Negative content that is often encountered when using gadgets includes 1) bullying, 2) crime mode, 3) pornography, 4) provocation and 5) emotional changes (Sukmono & Kusuma, 2021). Using gadgets connected to the internet, children can get unwanted and unwanted information, including negative content that is spread freely. Therefore, the role of parents, family and the surrounding environment is to provide supervision to the child, so that the child is not affected by the negative content on social media and other applications contained in the gadget.

RESEARCH METHOD

This researcher uses a literature study approach, describes relevant research results and draws conclusions about the importance of digital literacy for young children to be aware of negative content using gadgets. The researcher identifies references to journal articles and books that are relevant to the topic of discussion, then analyzes these references and finally makes a summary and concludes it. Researchers used three steps to analyze data, namely data reduction, data presentation, and drawing conclusions (Miles & Huberman, 1992. p. 20)

RESULT AND ANALYSIS

Technological advances are developing rapidly and many people are using technology to facilitate their activities in everyday life coupled with increasingly sophisticated transforming technology. The use of technology by society is very high, marked by the development of Internet of things (IoT) technology, IoT technology is used in various sectors, such as in the educational, economic, social and cultural fields, which utilize technology to facilitate the process of human activity.

At this time, it is known that the era of society 5.0 has influenced or impacted all aspects and sectors of human activity, both positive and negative, including the use of digital technology and social media among the public. It can be interpreted that the concept of society 5.0 is a concept centered on the use and utilization of technology, to facilitate human activities using IoT and IA technology (Nastiti & Abdu, 2020). In the era of society 5.0, people are currently faced with technology that allows them to easily access cyber space. Utilization of big data-based technology and robots to facilitate the process of human activities in everyday life. Not only are the positive impacts being felt, but the negative impacts are becoming a real threat that needs to be taken seriously, because it threatens the unity and integrity of the Indonesian nation.

Human behavior has changed in the era of society 5.0 which is centered on technology, information and communication. By presenting various conveniences by the use of technology for humans. Making people dependent on technology. The use of technology must be accompanied by good abilities in terms of knowledge and skills in using technology. If there is no form of effort to strengthen digital literacy, then the use of technology can be misused, such as spreading fake news, hate speech and cyber crime. The focus of activities in the era of society 5.0 is not on human movement, but on innovation and technology, information, communication based on big data and artificial intelligence. Changes in human behavior, the impact of the era of society 5.0.

Rapid technological advances demand that all people, especially children, must understand and develop digital knowledge and skills through digital literacy. At this time digital literacy has become a key competency set in today's twenty-first century. Advances in digital technology with information disclosure can have negative effects for all groups because there are many irresponsible people using digital technology (Silvana & Darmawan, 2018). Digital technology has

a big impact on all people in the world. Digital literacy implies a combination of cognitive, critical, technical, social skills, including collaboration and participation through digital technology (Van Laar et al., 2017). Many threats have emerged that can damage the character and attitude of the nation's children who are influenced by negative content on social media.

Freedom of information and content that is easy to find using gadgets connected to the internet, all people can access it easily. This means that the advancement of digital technology is growing rapidly. With technology, everyone can create information and content freely and disseminate it widely through social media. Including children, they can use gadgets easily, because they are taught by their parents or their surroundings to use gadgets as a means of entertainment for these children. Negative content that is often encountered when using gadgets includes 1) bullying, 2) crime mode, 3) pornography, 4) provocation and 5) emotional changes (Sukmono & Kusuma, 2021). This negative content must be watched out for by parents, family, teachers and the community because it has an impact on the child's character and attitude.

We must prevent the threat of negative social media content from an early age through learning as a form of effort to shape children's characters to be wiser and more digitally competent. With the process of learning for every human being to continue to think and inculcate values, morals and character will form citizens who are smart in preventing the negative impacts of using digital technology. This is formed through a digital ecosystem that is growing rapidly in the social life of adolescents and adults, this ecosystem needs to be balanced with understanding and knowledge of the use of digital technology.

In today's digital era, children really need the ability to counteract and avoid negative content on social media. Through strengthening digital literacy, children will create an ecosystem for using gadgets that are wise and aware of the negative impacts of using these gadgets. Children today must develop digital knowledge and skills through digital literacy.

Actions against the spread of negative content on social media and applications contained in gadgets for children from an early age, firstly, provide education and understanding of the use of gadgets, social media and other applications. Second, controlling the child's desires, should not be allowed to freely use gadgets. Third, manage gadgets, install applications that are specifically provided and in such a way that children do not carelessly access applications or social media freely. Fourth, provide assistance and guidance to children, so that these children understand and use gadgets wisely. Fifth, provide education on digital knowledge and skills to children through digital literacy from an early age. Fifth, starting from an early age to provide understanding and simple introduction of the rules and consequences of using digital media, for example children are given an introduction to information that they deserve and don't deserve to know.

Early childhood is the golden age period (Lindriany et al., 2022). This means that children at an early age are the most valuable period of all aspects of human life, both physically, cognitively and emotionally. Children grow and develop in the environment of parents and family. Sometimes parents are busy with their own activities, their children are allowed to freely access or use digital devices such as gadgets, tablets and others. It is this factor that causes the importance of introducing digital literacy to children.

Not only are children given digital knowledge and skills through digital literacy, but parents must also understand digital literacy. Parents must provide education and regulations regarding the use of digital technology by their children, these regulations must be agreed upon by the parents and the child, such as when using gadgets, tablets and others, then limiting the digital media content available to children. By creating a regular pattern of children's activities, it will create a safe space and the child's character and attitude will be good and wise in using digital technology. Various digital tools and social media content used by children must be accompanied by monitoring by parents or the surrounding environment, in order to limit children's activities using digital tools and social media content. The practice of strengthening digital literacy in children can increase children's creativity (Kumpulainen et al., 2020).

Every parent must know the potential of their child, so that this potential can be developed optimally. Therefore, parental guidance and direction influence the growth and development of children. In addition to controlling children's use of digital tools, the roles of parents and teachers are trying to develop children's abilities to analyze, observe and even criticize what is happening in their environment through digital media (Sivrikova et al., 2020). This means that the role of parents and teachers in developing early childhood critical thinking skills can form good, critical and digitally competent characters. according to the opinion expressed by Novianti & Garzia

(2020) expressed his opinion that the role of parents is very important in controlling the use of gadgets in children. The use of digital technology is unavoidable, it must be utilized and used as best as possible.

CONCLUSION

The use of digital technology is unavoidable, impacting all circles. Including children now many are found using gadgets freely. The use of digital technology such as gadgets and using social media applications freely is feared to have the potential to have a negative impact on the child. a lot of inappropriate negative content that spreads freely in the digital world, is not suitable for consumption by children. We must prevent the threat of negative social media content from an early age through learning as a form of effort to shape children's characters to be wiser and more digitally competent. With the process of learning for every human being to continue to think and inculcate values, morals and character will form citizens who are smart in preventing the negative impacts of using digital technology. In today's digital era, children really need the ability to counteract and avoid negative content on social media. Through strengthening digital literacy, children will create an ecosystem for using gadgets that are wise and aware of the negative impacts of using these gadgets.

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