

STRENGTHENING DIGITAL LITERACY TOWARDS INDONESIAN DIGITAL SOVEREIGNTY

By :

Benny Ranti¹

K.P. Suharyono S. Hadiningrat²

Yosi Widhayanti³

1. Chancellor of Institute of Business and Multimedia ASMI Jakarta Indonesia
Email address: benny.ranti@gmail.com
2. Vice Chancellor of Istitute of Business and Multimedia ASMI Jakarta Indonesia
Email address: haryshadiningrat@gmail.com
3. Lecturer in Istitute of Business and Multimedia ASMI Jakarta Indonesia
Email address: yosi.widha@gmail.com

ABSTRACT

Digital Literacy is closely related to the use of digital technology and user readiness in utilizing digital technology. Mastery of technological and information advances makes humans think more creatively and innovatively. The ability of users in digital literacy includes the ability to create, use, create, utilize and evaluate the appropriate use of digital technology in everyday life. Digital sovereignty is the right and ability of a party to manage and control its own digital data both on content and information circulation. Indonesia's digital literacy index in 2022 shows a value of 3.54 or falls into the "medium" category, which means that there are still many improvements that can be made so that the literacy index can improve. Digital sovereignty is the ability of a party to control its own digital data, including control over the digital environment around it, including access to personal data.

Activities to strengthen digital literacy to support Indonesia's digital sovereignty, including Indonesia being directed to shift from digital consumers to digital producers, encouraging the development of *hardware* and *software* in Indonesia, creating a digital development ecosystem, making a digital literacy *blueprint*, making policies or rules related to personal data protection and continuous education to the community.

Key word: Digital Literacy, digital literacy index, Digital Sovereignty

1. Introduction

Digital literacy is the knowledge and skills of users in utilizing digital media, such as communication tools, internet networks and so on. User skills in digital literacy include the ability to find, work on, evaluate, use, create and utilize it wisely, intelligently, carefully and precisely according to its use [1]. Mastery of technological advances, information and communication makes a person able to think more creatively, critically and innovatively. The application of digital literacy is very important in today's daily activities. Indonesia is a sovereign country. This is emphasized in article 1 paragraph (2) of the 1945 Constitution which reads: Sovereignty is in the hands of the people and is exercised according to the 1945 Constitution, with reference to the 4th precept of Pancasila which states: "Democracy led by wisdom in the deliberation of representatives". The application of popular sovereignty in Indonesia can be seen from the division of powers in Indonesia, namely executive, legislative and judicial powers.

Digital sovereignty describes the right and ability of a party to control its own digital data, which includes control over a company's digital environment, including customer and employee data, software, hardware and other digital assets. This includes access to personal data such as access to software services and use of e-mail addresses. Digital sovereignty means full control over the content and circulation of information in the internet world [2].

2. Theoretical Review

Quoted from the book *Women and Digital Literacy* (2021) by Rahayu and Novi Kurnia, digital literacy is a good understanding of communicating using digital media or new media. Digital literacy is the most contemporary form of print-based literacy and media literacy which is more related to mass media [3]. According to Steve Wheeler, there are 9 important components that exist in digital literacy, namely (1) Social Networking, (2) transliteracy, (3) maintaining privacy, (4) managing identities, (5) creating content, (6) organizing and sharing content, (7) reusing/repurposing content, (8) filtering and selecting content, and (9) self-broadcasting [4].

Here's an explanation of each:

1. *Social Networking*: Safe and responsible use of social networking sites using available technology.
2. *Transliteracy*: the ability to utilize different platforms to collect, create, share and communicate content through social media, smart phones and other online services.
3. *Maintaining Privacy*: maintaining the security of personal data such as passwords, personal data including bank accounts, family data, and avoiding all types of cybercrime.
4. *Managing Identify*: managing user identification
5. *Creating content*: related to skills in creating digital content in various online applications and platforms 5.
6. *Organizing and sharing content*: organizing, managing and sharing content with existing tools, such as GoogleDrive,
7. *Reusing / repurposing content*: creating new content from various existing content.
8. *Filtering and selecting content*: the ability to manage and select content that is appropriate to the needs, age-appropriate and anti-pornographic, including being able to identify hoax content.
9. *Self-broadcasting*: sharing ideas or content through social media such as blogs, wikis, etc.
- 10.

Digital literacy is closely related to the use of digital technology. Digital technology includes the use of *hardware* and *software* used to manage and manipulate data electronically. The use of digital technology has many positive impacts such as making daily work easier. In addition to understanding the positive impacts of digital technology, we also need to understand the negative impacts of digital technology such as *cyber bullying*, *phishing*.

Indonesia already has rules regarding the protection of personal data in the digital era. The regulation is outlined in the form of Ministerial Regulation (Permen) No. 20/2016 on Personal Data Protection (PDP) stipulated on November 7, 2016, promulgated and effective since December 1, 2016. Personal data is certain individual data that is stored, maintained, and maintained in truth and protected by confidentiality [5].

The following is data on the Digital Literacy index in Indonesia [5] [6]

Year	2020	2021	2022
Digital Literacy Index	3.46	3.49	3.54

Note : Scale 1-5

The score achieved in 2022 is 3.54, indicating that the digital literacy of the Indonesian people is in the 'medium' category. There are 4 (four) pillars measured, namely:

- Digital skills*, from 3.44 (in 2021) to 3.52 in 2022
- Digital ethics*, from 3.53 to 3.68
- Digital safety*, from 3.10 to 3.12, while;
- Digital culture has decreased from 3.90 to 3.84.

According to the Director of Informatics Empowerment, Bonifasius Wahyu Pudjianto, the Ministry of Communication and Information has a National Digital Literacy Movement program to improve the digital skills of Indonesian people. There are 3 segments targeted, namely the government segment, the education segment, and the general public segment. The program has a target of 50 million literate Indonesians by 2024. Training will be conducted massively to 514 districts/cities in 34 provinces every year, and collaboration of various parties is needed [7].

To access data, the internet is a very important factor as a means of access to disseminate information (broadcast) and connect information between points. The internet is a global communication network that connects computers and computer networks around the world.

3. Research Method

This research aims to gain an in-depth understanding of strengthening digital literacy towards Indonesia's digital sovereignty. This research design is descriptive research using qualitative methods and literature studies to produce recommendations for strengthening digital literacy to strengthen Indonesia's digital sovereignty. In developing recommendations for strengthening digital literacy, the author uses the following flow of thinking:

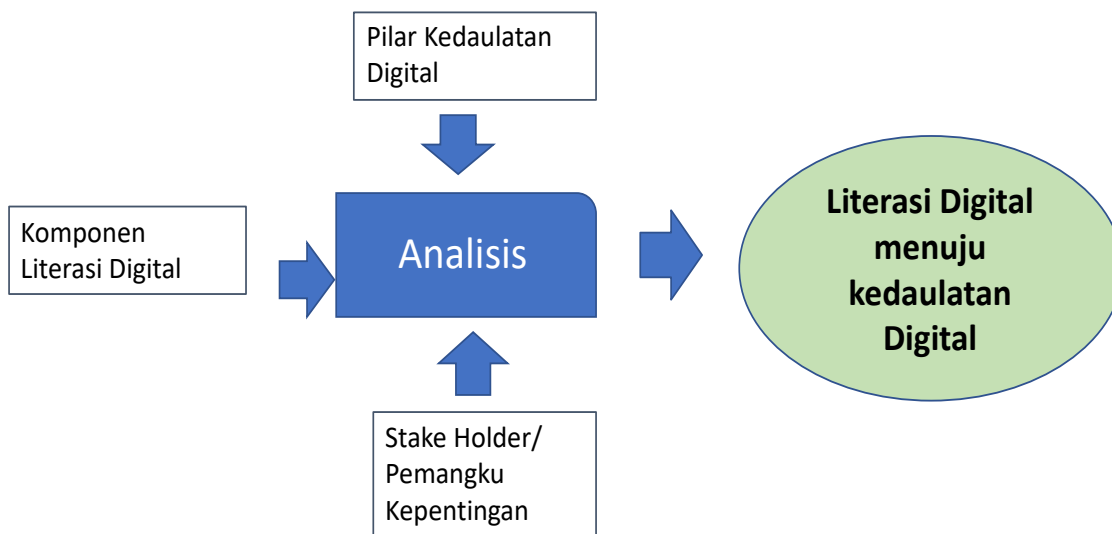


Figure 1 : Flow of thinking (author, 2024)

4. Result and Discussion

Digital literacy is the knowledge and skills of users in utilizing digital media, such as the internet, communication tools, and so on. According to Mayes and Flower, there are 3 levels of digital literacy, namely [8]:

- a. Level 1: *Digital Competence* is the ability to filter and process various information in the digital world. Internet users are expected to ensure that information received, created and disseminated is correct information.
- b. Level 2: *Digital Usage* is the ability to utilize the information that has been filtered into something productive.

- c. Level 3: *Digital Transformation* is the ability to utilize digital technology to make innovations that produce useful methods or products.

Strengthening digital literacy can be done by providing continuous training and socialization to the user community to filter and process information, and can utilize existing information for productive things. In addition, the government needs to encourage people to develop innovations and ideas to produce useful products. Last but not least, the government is expected to prepare an ecosystem that supports digital literacy.

Digital sovereignty consists of two main pillars: data sovereignty and technological sovereignty :

- a. Data sovereignty refers to how much control companies have over the data they use and generate. Regarding data sovereignty, the state must have a policy on the content and circulation of information in the internet world.
- b. Technological sovereignty is the amount of control a company or country has over the digital technology it uses.

There are 3 stakeholders who play an active role in strengthening digital literacy, namely: a) The government, as regulator and policy maker; b) The general public, as users; and c) The private sector, the technology provider.

To strengthen digital sovereignty, stakeholders need to implement several things, namely:

- a. Indonesia is directed to shift from digital consumers to digital producers. The development of *hardware* and *software* is encouraged to be developed by the Indonesian people, so as not to depend on imports of goods/services from other countries.
- b. The Indonesian government needs to create an ecosystem in the development of digital systems both *hardware* and *software*
- c. Provide incentives to business actors developing digital systems in the form of ease of doing digital technology business, capital and tax incentives.

- d. The Indonesian government prepares a blueprint related to digital literacy and the preparation of policies or policies governing the management of personal data access.
- e. The general public maintains personal data security (*data privacy*), and continues to actively maintain personal data security.
- f. Each Electronic System organizer must have internal rules for personal data protection to carry out work processes, prevention to avoid failures in protecting the personal data it manages..
- g. Provide continuous education to internet users about personal data protection through *offline* and *online* media, including schools and campuses, inviting experts to become speakers at schools or campuses that are aligned with the Merdeka Belajar or Merdeka Campus programs.

Digital Literacy can only be achieved if all stakeholders work together/collaborate in improving digital literacy skills in Indonesia. Increasing digital sovereignty can be done by developing digital infrastructure and increasing the number of qualified human resources.

5. Conclusion and recommendation

1. Conclusion :

- a. Digital literacy is the knowledge and skills of users in utilizing digital media. There are three levels of digital literacy, namely digital competence, digital usage, and digital transformation.
- b. There are two pillars of digital sovereignty, namely data sovereignty and technological sovereignty.
- c. Steps to strengthen digital sovereignty include creating a digital literacy blueprint, creating a digital system development ecosystem, maintaining personal data security, and continuously providing education about digital literacy.

2. Recommendations

- a. Introduction and strengthening of digital literacy from an early age, in schools and communities.
- b. Strengthening digital sovereignty must be integrated between aspects of data/information and control over data/information, technology and infrastructure development, as well as policies and/or laws and regulations.

References :

- [1] Devri Suherdi, Peran Literasi Digital di Masa Pandemi, 2021.
- [2] <https://www.kominfo.go.id>
- [3] Rahayu et all, Perempuan dan literasi digital: antara problem, hambatan, dan arah pemberdayaan, Gajah Mada University Press, 2021.
- [4] Steve Wheeler, Digital Literacies for Engagement in Emerging Online Culture, Plymouth University, United Kingdom, 2012
- [5] <https://www.kominfo.go.id>
- [6] <https://survei.literasidigital.id/>
- [7] <https://aptika.kominfo.go.id/2023/02/indeks-literasi-digital-indonesia-kembali-meningkat-tahun-2022/>
- [8] Ministry of Education and Culture, Digital Literacy Support Materials, Ministry of Education and Culture, Advances in Social Science, Education and Humanities Research, 2017