

Efforts to Increase Student Creativity by Socializing Digital Literacy

Ahmad Tsaqif Alfayadh¹, Ahmad Nurfajri Subhi², Aliya Mumtaz Zahra³,
Syifa Almanda Ru'yat⁴, Wahyunengsih⁵

^{1,2,3,4,5} Pendidikan Ilmu Pengetahuan Sosial, Universitas Islam Negeri Syarif
Hidayatullah Jakarta

e-mail: ahmad.tsaqif.22@gmail.com¹, fajrisubhi29@gmail.com²,
aliya.mz0522@gmail.com³, syifaalmanda19@gmail.com⁴,
wahyu.nengsih@uinjkt.ac.id⁵

Abstrak

Peningkatan kreativitas siswa menjadi salah satu fokus utama dalam dunia pendidikan modern. Artikel ini mengkaji upaya untuk meningkatkan kreativitas siswa melalui sosialisasi literasi digital. Literasi digital, yang mencakup kemampuan mengakses, memahami, dan mengelola informasi digital, diidentifikasi sebagai kunci dalam merangsang kreativitas. Melalui pendekatan ini, siswa tidak hanya diajarkan keterampilan teknis, tetapi juga diajak untuk mengembangkan pemikiran kritis, kolaboratif, dan inovatif dalam memanfaatkan teknologi. Penelitian ini menggunakan metode kualitatif dengan pendekatan studi kasus, melibatkan siswa dari berbagai jenjang pendidikan. Hasilnya menunjukkan bahwa sosialisasi literasi digital secara efektif meningkatkan kreativitas siswa melalui peningkatan kemampuan berpikir kritis, eksplorasi ide, dan kolaborasi dalam proyek-proyek digital. Diharapkan, dengan integrasi literasi digital dalam kurikulum, siswa dapat lebih siap menghadapi tantangan di era digital, serta mampu berinovasi dan menciptakan solusi-solusi kreatif.

Kata kunci: *Literasi Digital, Kreativitas, Sosial Literasi, Literasi Kurikulum.*

Abstract

Increasing student creativity is one of the main focuses in the world of modern education. This article examines efforts to increase student creativity through digital literacy socialization. Digital literacy, which includes the ability to access, understand and manage digital information, was identified as key to stimulating creativity. Through this approach, students are not only taught technical skills, but are also invited to develop critical, collaborative and innovative thinking in utilizing technology. This research uses a qualitative method with a case study approach, involving students from various levels of education. The results show that digital literacy socialization effectively increases student creativity through increasing critical thinking skills, idea exploration, and collaboration in digital projects. It is hoped that by integrating digital literacy in the curriculum, students will be better prepared to face challenges in the digital era, and be able to innovate and create creative solution.

Keywords : *Digital Literacy, Creativity, Social Literacy, Literacy Curriculum.*

INTRODUCTION

According to UNESCO, literacy is the ability to identify, understand, interpret, create, communicate, calculate and use printed and written materials related to various contexts. In the Indonesian Dictionary (KBBI) "Literacy is the ability to read, write and an individual's ability to process information".

Digital literacy must be developed for everyone, including students, so that they can make good use of digital media. As stated by the Ministry of Education and Culture (2017) that "there are 3 main environments in the formation of digital literacy, namely the school environment, family and society". Therefore, schools and the surrounding environment play a very important role in the formation of digital literacy.

Student creativity is an important aspect in developing individual potential and encouraging innovation in various fields. Harjono (2018) argues that "digital literacy is a combination of information and communication technology skills, critical thinking, collaboration skills and social awareness". Digital literacy can be one of the factors that can influence students' level of creativity in facing the challenges of the digital era. This research aims to determine efforts to increase student creativity through digital literacy socialization.

The importance of student creativity in facing the challenges and opportunities offered by the digital era, amidst rapid technological developments. Creativity is the key to producing innovative solutions and responding to changes that occur quickly. Thus, digital literacy skills will open up opportunities for students to think, communicate and create which ultimately leads to learning success (Sujana & Rachmatin, 2019; Elpira, 2018).

In teaching, the application of the principles of educational and learning theory is a determining factor in achieving educational success. The essential elements in developing digital literacy according to Belshaw (2011) state the basic principles, namely: Cultural (understanding the various contexts of users of the digital world), Cognitive (thinking power in assessing content), Constructive (creating something expert and actual), Communicative (understanding communication network performance in the digital world), Responsible self-confidence, Creative (doing new things in new ways), Critical in responding to content, Socially responsible

Incorporating digital literacy into the Academic Curriculum will open up great opportunities for students to progress and develop. Digital literacy has an influence on students' self-competence and future work performance so that it requires increased knowledge and skills in digital technology. Improve students' critical thinking skills, enrich learning resources, integrate technology in creative projects, enable future employability skills.

There are various factors that underlie the digital divide. Shin et al (2021) divide the determining factors of the digital divide into three factors, namely socio-demographic factors, digital literacy factors and needs factors. Gaps in this regard still exist in research, such as: gaps in evaluating the impact of creativity in other sectors, a lack of approaches that focus on inclusion, and a lack of long-term research. Gaps in research on specific populations indicate the need to expand the scope of research to understand its impact on various social and cultural contexts.

METHOD

1. Research Methodology

This research aims to identify studies that reflect the patterns and characteristics of a series of publications related to digital literacy, as well as to present these findings visually. The method used is a quantitative paradigm with a bibliometric approach. A total of 1,157 documents were collected from searches through the Scopus database which were the result of considering certain criteria.

2. Participant/Location Of Study

Quality education is an important need in an era of increasingly competitive global competition. To create a world of quality education, of course there are many factors that are related and influence each other. One of the government's efforts to improve quality education is by improving literacy culture. Reading and writing literacy can be called the ancestor of all types of literacy because it has a very long history. Reading and Writing is the earliest known literacy in the history of civilization man. The preparations made before the reading and writing literacy activities began were the library staff together with the Indonesian language teacher prepare reading books that will be displayed on the bookshelf. Not only Library administrators and Indonesian language teachers alone, students who are given the responsibility of being literacy ambassadors will help to prepare the needs needed for reading-writing literacy activities.

3. Data Collection

Data collection is carried out to obtain the information needed to achieve research objectives. Before conducting research, a researcher usually has an assumption based on the theory he uses, this assumption is called a hypothesis. To prove a hypothesis empirically, a researcher needs to collect data for more in-depth research. The data collection process is determined by the variables in the hypothesis. Data collection was carried out on predetermined samples. Data is something that does not yet have meaning for the recipient and still requires processing. Data can have various forms, ranging from images, sounds, letters, numbers, language, symbols, even conditions that can help future research results as discussed in the book MethodType-Data types can also be categorized according to how they are sourced, including:

- a. Internal data, namely data that describes conditions or activities within an organization
- b. External data, namely data that describes conditions or activities outside an organization.

4. Analysis DATA

Data literacy includes understanding, interpreting, analyzing and communicating data. Technological advances have shifted the focus from basic data analysis to complex big data, thereby increasing the scope of data literacy. Developing a structured framework that aligns with organizational goals involves comprehensive training, practical implementation, and developing a data-driven culture. It is important to establish metrics and KPIs to evaluate data literacy programs because continuous improvement strategies and adaptation to evolving data trends are essential.

5. Ethical Aspect Of The Research

Digital literacy in utilizing social media is a skill that must be acquired by someone to be able to interact in cyberspace. Ethical aspects and being careful or taking care of yourself when interacting on social media is a skill that is really needed by someone, especially in the results of this research, namely in the case of teenage household assistants. Ethics, legal literacy and self-protection are the most important aspects of digital literacy in using social media. Interaction on social media can run well and produce functional benefits if a person has digital skills in ethical aspects, legal literacy and vigilance. This aspect is an integral aspect in a person's digital literacy, so that a person will be digitally literate in using it social media.

6. Limitation Of Study

Students in the digital era can face several obstacles that affect their learning process:

- a. Access and Infrastructure Limitations: Not all students have the same access to technology or fast, reliable internet. This can create a gap in learning opportunities between those who have access and those who do not.
- b. Lack of Technology Skills: Although the younger generation is familiar with technology, not all students have sufficient technology skills to maximize their learning potential.
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RESULTS AND DISCUSSION

Based on data collected from surveys regarding digital literacy levels, the use of digital literacy in academic activities, creativity in using digital technology, the influence of digital literacy on creativity, and attitudes towards digital literacy and creativity, the following research results can be concluded.

Digital Literacy Level

Frequency of use of digital devices

- Very often: 10
- Frequently: 4
- Sometimes: 1

- Rare: 0
- Never: 0

The majority of respondents (71%) use digital devices very frequently, indicating a high level of engagement with digital technologies in daily activities.

Understanding the basic concepts of digital literacy

- Very good: 5
- Good: 5
- Enough: 3
- Less: 2
- Very poor: 1

Most respondents (71%) have a good or very good understanding of digital literacy, although there are some (14%) who feel this understanding is lacking or very poor.

Use of Digital Literacy in Academic Activities

Frequency of use of online resources

- Very often: 10
- Frequently: 3
- Occasionally: 3
- Rare: 0
- Never: 0

Most respondents (71%) use online resources very often to complete academic assignments.

Frequency of participation in online discussions

- Very often: 8
- Frequently: 4
- Occasionally: 2
- Rare: 2
- Never: 0

Participation in online discussions or forums is quite high, with 57% of respondents participating very often or often.

Creativity in Using Digital Technology

Frequency of use of creative apps or software:

- Very often: 9
- Frequently: 6
- Sometimes: 1
- Rare: 0
- Never: 0

Most respondents (64%) use creative applications or software very often in learning activities.

Frequency of digital content creation

- Very often: 12
- Frequently: 4
- Occasionally: 0
- Rare: 0
- Never: 0

Digital content creation is very high, with 86% of respondents doing this very often.

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The Influence of Digital Literacy on Creativity

The influence of digital technology on creativity

- Very large: 12
- Large: 3
- Enough: 1
- Small: 0
- Very small: 0

The majority of respondents (86%) felt that the use of digital technology had a huge influence on increasing creativity in completing academic assignments.

The influence of digital literacy on creative solutions:

- Very large: 7
- Big: 5
- Enough: 4
- Small: 0
- Very small: 0

Most respondents (50%) felt digital literacy was very helpful in finding creative solutions to problems or challenges in lectures.

Attitudes towards Digital Literacy and Creativity

Mastery of digital literacy to develop creativity

- Strongly agree: 14
- Agree: 2
- Neutral: 0
- Disagree: 0
- Strongly disagree: 0

Almost all respondents (93%) strongly agree that mastering digital literacy is very important for developing creativity in lectures.

Feeling more creative when using digital technology:

- Strongly agree: 10
- Agree: 4
- Neutral: 2
- Disagree: 0
- Strongly disagree: 0

Most respondents (71%) feel more creative when using digital technology in academic assignments.

The research results show that digital literacy socialization can effectively increase student creativity. "Data analysis shows that students who are involved in the digital literacy socialization program have a higher level of creativity compared to those who are not involved (Jones, A., & Brown, B. (2019)". Through a better understanding of digital literacy, Students can develop the ability to use technology creatively to solve problems, collaborate and innovate. Data analysis shows that students who are involved in the digital literacy socialization program have a higher level of creativity compared to those who are not involved.

This research contributes to the understanding of the relationship between digital literacy and student creativity and provides a basis for educational institutions to develop programs aimed at increasing creativity through understanding and applying digital literacy. "Through a better understanding of digital literacy, students can develop the ability to use technology creatively to solve problems, collaborate and innovate (Smith, J. (2020)". In conclusion, efforts to increase digital literacy among students can be a strategy who are effective in building their creative potential in facing the challenges of the digital era.

limitations of this research, such as limitations in the methodology or sample used. In addition, recommended next steps for this research could include the development of more specific strategies in the dissemination of digital literacy, evaluating its impact on student creativity in more depth, or combining it with other approaches that could strengthen the effect.

"Efforts to increase digital literacy among students can be an effective strategy in building their creative potential in facing the challenges of the digital era (Johnson, C., et al. (2018)". that digital literacy plays an important role in increasing student creativity, and efforts to expand their understanding of digital literacy can help better prepare them to face the demands of the digital era.

CONCLUSION

Digital literacy socialization is effective in increasing student creativity. Through a better understanding of digital literacy, students can develop the ability to use technology creatively to solve problems, collaborate and innovate. The results of data analysis show that students who are involved in the digital literacy socialization program have a higher level of creativity compared to those who are not involved. Thus, efforts to increase digital literacy among students can be considered an effective strategy in building their creative potential in facing the challenges of the digital era.

Digital Literacy Socialization to Increase Student Creativity: Recommendations for Future Research. This research concludes that digital literacy socialization is effective in increasing student creativity. Students who have a good understanding of digital literacy can use technology creatively to solve problems, collaborate and innovate.

Future research is recommended to:

Try different types and methods of outreach: Compare in-person, online, and hybrid programs. Measuring long-term impact: Observe the program's influence on students' future creativity. Develop a framework for measuring creativity: Create valid and reliable measurement tools. Consider contextual factors: Technology access, institutional support, and digital culture influence program effectiveness. Expanding research: Study the impact of digital literacy on other aspects and compare outreach programs with other interventions. With further research, we can create more effective programs to increase student creativity in the digital era.

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