

USE OF DIGITAL TECHNOLOGY IN CITIZENSHIP COURSES TO IMPROVE CIVIC KNOWLEDGE

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ABSTRACT

The presence of the industrial revolution 4.0 shows that all aspects of life, including education, are experiencing digitalization. The national education sector must be ready for major changes in facing current technological developments. The integration of digital technology in learning is a challenge for lecturers in the digital era. This research aims to find out whether the application of digital technology in citizenship learning can increase students' civic knowledge at the Faculty of Teacher Training and Education, Universitas Muhammadiyah Sumatera Utara. This research uses a qualitative descriptive method, data analysis is carried out through three stages, namely data reduction, data presentation and drawing conclusions. Through digital media, it can provide various conveniences for teachers and students to carry out learning. Data collection tools are observation and interviews. what is obtained from the simplified source will be presented so that it is easily conveyed (data presentation). Documentation in this research is needed to collect data related to student grades, learning plans and so on. The population in this research is 24 students who are also used as samples, as stated by Arikunto, if the population is less than 100 people, then the total number of samples taken. This research was conducted at the Universitas Muhammadiyah Sumatera Utara which is located in the city of Medan.

Keywords: Citizenship Courses, Civic Knowledge, Digital Technology.

INTRODUCTION

The existence of a nation is largely determined by its character. Only a nation that has a strong character is able to make itself a nation that is dignified and respected by other nations. Therefore, becoming a nation where every citizen has a character that is in accordance with the values of Pancasila is our desire as an Indonesian nation. Building a nation with Pancasila character is the condition *zine qua non* for the Indonesian nation. This can be realized if Indonesian individuals as the main supporters of Indonesian civilization have noble national character. The ideal conditions expected are inversely proportional to the phenomena occurring in society today. The Indonesian nation is faced with conditions that show degradation or demoralization in the formation of the Pancasila character and personality. The degradation of Pancasila values and morals as the core values of the formation of national character occurs at various levels of society. Through mass media reports we often hear of immoral acts that are completely out of touch with the values of Pancasila. It is easy for someone to take another person's life just because of a trivial matter, ironically religion is even used as an excuse to take another person's life. Defaming each other for certain interests. Civic character is a characteristic that every citizen must possess to support effective political participation, the functioning of a healthy political system as

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well as the development of dignity and self-respect and the public interest. To develop civic character, civic knowledge is needed. Civic knowledge is related to the substantive material that citizens should know regarding their rights and obligations as citizens. This aspect of civic knowledge concerns academic-scientific abilities developed from various political, legal and moral theories or concepts. Meanwhile, civics skills or citizenship skills are skills that are developed from civic knowledge, which is intended so that the knowledge gained becomes something meaningful, because it can be used in dealing with problems of national and state life. According to Saidurrahman (Magdalena et al., 2020) Citizenship Education is democratic education which aims to prepare citizens to think critically and act democratically, through activities to instill wareness in the new generation, regarding the awareness that democracy is the form of social life that best guarantees people's rights. According to Winarno (Rohani, 2017) the learning objectives of Citizenship Education are as follows: So that students have the ability to think critically, rationally and creatively in responding to citizenship issues. Participate actively and responsibly, act intelligently in social, national and state activities, as well as anti-corruption, develop positively and democratically to shape ourselves based on the characters of Indonesian society so that we can live together with other nations. Citizenship Education is the name of one of the subjects contained in the school curriculum. Citizenship education is a personality development subject for every student, which aims to help students be able to realize basic religious and cultural values as well as national and state awareness in applying science and art accompanied by a sense of responsibility and humanity.

Current developments require all parties to continue to develop and increase their competence, including in the world of education. The world of education in its development cannot be separated from technological developments. To respond to this, the Universitas Muhammadiyah Sumatera Utara in the learning process also adapts to technological developments, especially in the current era of digitalization by using e-learning. According to Firdausi and Setiani in (Nurgiansah, 2021) e-learning is an education system that uses electronic applications so that it is connected to internet access. Era 4.0 is often said to be an era in which all individual activities are carried out using communication tools via mobile phones which have high capabilities so that they are able to serve human needs. (Pratiwi, 2020). The digital era has an influence on the pattern of community needs, including in the field of education (Efendi, 2019). The world of education can never be separated from the learning proces (Widodo et al, 2016) This learning process means there are two-way activities carried out by lecturers and students. The learning process is also the most important indicator compared to the final results that must be achieved. Most of the students underestimate and underestimate regular daily activities and prioritize Final Semester Examinations as the final goal of obtaining grades. Even though this regular process has an important role in learning activities, especially using e-learning. The use of e-learning is not only in one course but all courses and all study programs at the Universitas Muhammadiyah Sumatera Utara. One of the courses that uses e-learning is the Citizenship course. Citizenship is also a multi-disciplinary course because the material content covers a wide range of political science, law, state administration and morals. Thus, this course does not only focus on theories but also focuses on improving the morals of students because one of the aims of this course is to form good citizens.

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“Human Resource Transformation and Collaborative Innovation to Build Independent and Competitive Business in the Digital Era”

METHOD

This research uses a qualitative approach (Moleong, 2005) which aims to understand the phenomenon of citizenship knowledge possessed by students in taking citizenship courses using e-learning. Sugiyono in (Taufika et al., 2021) also explains that: Qualitative research methods are research methods used to study the natural conditions of objects where the researcher is the key instrument, data collection techniques are carried out by triangulation (combination), data analysis is inductive, and the results Qualitative research emphasizes meaning rather than generalizations. Research that uses qualitative methods is often also called naturalistic research methods, which are natural, natural and matter-of-fact. So this research can answer problems that occur in the field comprehensively. The data collection technique used in this research is through observations made during learning activities. Furthermore, interviews were also conducted with several students who took the Citizenship course. This interview aims to answer the research problem from the perspective of the perpetrator or source. Then documentation to protect data in the form of images and videos so that they are not lost and change interpretation, and literacy studies sourced from scientific articles are relevant in discussing e-learning. The data analysis technique used in this research is triangulation (Huberman & Miles, 2014) where the data that has been collected will be simplified according to needs to make it easier to obtain information (data reduction). After that, the data in the form of observations and interviews obtained from simplified sources will be presented so that it is easy to convey (data presentation). The final stage is drawing conclusions based on data that has been compiled and simplified and then presented. From drawing these conclusions it will be clear that the objectives of this research have been achieved.

RESULT

The Citizenship course discusses knowledge to increase: a sense of nationality and love for the country, democratic civility, becoming a citizen with an Indonesian personality who is competitive, disciplined and actively participates in building a peaceful life based on the Pancasila value system. Citizenship Education as a group of Institutional Subjects functions as student orientation in strengthening national insight and spirit, love of the country, democracy, legal awareness, respect for religion and participation in building a nation based on Pancasila. In accordance with its function, Citizenship Education provides national, democratic, legal, multicultural and citizenship education for students to support the realization of citizens who are aware of their rights and obligations, as well as intelligent, skilled and have character so that they can be relied on to build the nation. As a course that will form citizens who are aware of their rights and obligations, as well as intelligent, skilled and characterized, this course has learning outcomes which will be described in the following table:

Table 1: Learning Outcomes

	Attitude	Knowledge	General Skill	Special Skill
Learning Outcomes	Developing a positive attitude and displaying	Able to analyze the contextual problem	Able to make appropriate decisions in the	Able to implement Islamic and Muhammadiyah

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Volume 2, Issue 1, 2024

“Human Resource Transformation and Collaborative Innovation to Build Independent and Competitive Business in the Digital Era”

behavior as a democratic citizen, namely a citizen who is intelligent, civilized and responsible for the survival of the Indonesian state in implementing his scientific, technological and artistic abilities.	civics as a context of values as a democratic citizen, namely a citizen who is intelligent, civilized and responsible for the survival of the Indonesian state in implementing his scientific, technological and artistic abilities.
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Source:Curriculum KKNI

The world of education in Indonesia is increasingly experiencing significant developments. This development can be seen from the increasingly diverse learning methods used. The methods used utilize various media to improve the quality of learning outcomes. The development of various learning media is in line with increasingly rapid technological advances. Current technological dynamics are reaching extraordinary acceleration. Technology learned several years ago is starting to be replaced with new technology, including various conventional learning methods. A form of information technology development that can be used as a learning medium is using e-learning. Before e-learning was born, the first popular ones were Computer Assisted Instruction (CAI) and Computer Assisted Learning (CAL). The media used is a diskette, PC (personal computer) or mainframe computer which is accessed via a local work station. Initially, the concepts of CAI and CAL were aimed at replacing the role of teachers. However, this is not possible because of the limitations of computers, including computers not being able to provide maximum social interaction, so the two concepts are combined with teachers. (Hamonangan Tambunan, 2020). E-learning is an innovation that can be utilized in the learning process, not only in the delivery of learning material but also changes in the abilities of various student competencies. Through e-learning, students not only listen to material descriptions from educators but also actively observe, perform, demonstrate, and so on. Teaching materials can be virtualized in various formats so that they are more interesting and more dynamic so they can motivate students to go further in the learning process. According to Dahiya in (Hartanto, 2016) E-learning is information and communication technology to enable students to learn at any time and anywhere. Basically, e-learning has two types, namely synchronous and asynchronous. Synchronous means at the same time. The learning process occurs at the same time between educators and students. This allows direct interaction between educators and students online. In implementation, synchronous training

requires educators and students to access the internet simultaneously. Educators provide learning material in the form of papers or slide presentations and students can listen to presentations directly via the internet. Students can also ask questions or comments directly or via the chat window. Synchronous training is a depiction of a real class. Asynchronous means not at the same time. Students can take different learning times when the teacher provides the material. Asynchronous training is popular in e-learning because students can access learning materials anywhere and anytime. Students can carry out learning and complete it at any time according to a predetermined schedule. Learning can take the form of reading, animation, simulations, educational games, tests, quizzes and assignments.

According Onno W. Purbo (Kumara & Dewangga, 2024) explains that the term "e" or the abbreviation for electronics in e-learning is used as a term for all technology used to support teaching efforts via internet electronic technology. E-learning systems and applications are often called Learning Management Systems (LMS), which are software systems that virtualize conventional teaching and learning processes for administration, documentation, reports on training programs, online classrooms and events, e-learning programs, and training content, for example, all features related to the management of the teaching and learning process such as class management, material or content creation, discussion forums, assessment systems, and online exam systems, all of which are accessed by the internet. The development of Information Technology is a result of the increasing development of human knowledge which can provide changes to human life patterns.(Saputra et al., 2017). Education as a means of transmitting knowledge, values and attitudes is for a person's personal development in achieving maturity and maturity. Therefore, education does not only want to develop knowledge, skills and technology; but also develop other aspects such as personality, moral ethics and others. Civic knowledge is related to the substantive material that individuals should know regarding their rights and obligations as citizens. This aspect of civic knowledge concerns academic-scientific abilities developed from various political, legal and moral theories or concepts. Civic knowledge is then developed into civic skills or citizenship skills so that the knowledge gained becomes something meaningful, because it can be used in facing problems in national and state life. The use of E-Learning supports student learning activities because it can be done anywhere and at any time without having to enter the classroom. The very diverse design of learning activities in E-learning on the one hand will attract students' interest and learning motivation which ultimately improves learning outcomes. However, on the other hand, the simultaneous absence of educators when students are learning using e-learning will reduce their interest and motivation to learn. This certainly hinders the achievement of the learning objectives that have been set.(Agistiningsih et al., 2023)

DISCUSSION

Explanation of Discussion 1

Citizenship courses taught using appropriate learning methods will add or increase students' knowledge. When e-learning becomes a method in the learning process for Citizenship courses, Citizenship learning becomes more flexible in terms of place and time. If conventional learning in the classroom requires students to be present in class at certain times, then e-learning provides flexibility in choosing the time and place to access lessons.

E-learning provides an opportunity for students to take control over their own learning success, meaning that students are given the freedom to determine when to start, when to finish, and which part of a module they want to study first. If he has difficulty, he can repeat it again until he feels he is able to understand. Learners can also contact instructors, resource persons via email or participate in interactive dialogue at certain times. Many people feel that this way of independent learning is more effective than other ways of learning that force them to study in a predetermined order.

Explanation of Discussion 2

Civic intelligence is a person's ability to play their role proactively as a citizen and community member in a complex order of life based on the normative identity of the nation. With the effectiveness of learning through e-learning, civic knowledge will increase intelligence The citizenship of students is increasing. (Siregar, 2023). With the effectiveness of learning through e-learning, students' civic knowledge will increase. Students will find it easier to learn the material in the Citizenship course by repeatedly reading the material that has been presented. The advantage of a learning model like this is that students' level of independence becomes better and their communication techniques skills show encouraging progress. With this model, communication between students and teaching staff takes place simultaneously or individually through the support of a computer network.

CONCLUSION

E-Learning has been utilized as well as possible in citizenship learning as a learning support medium. By accessing e-learning, students are given convenience in learning activities because all material can be accessed easily. Citizenship courses taught using appropriate learning methods will add or increase students' knowledge. When e-learning becomes a method in the learning process for Citizenship courses, Citizenship learning becomes more flexible in terms of place and time. If conventional learning in the classroom requires students to be present in class at certain hours, then e-learning provides flexibility in choosing the time and place to access lessons. With the effectiveness of learning through e-learning, the civic knowledge that students have will increase. more increasing

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