

DEVELOPMENT OF LITERACY AND DIGITAL LEARNING ON STUDENTS' LEARNING MOTIVATION AT MADRASAH ALIYAH NEGERI 2 SUKABUMI

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Abstract

This article aims to determine the development of literacy and digital learning on student learning motivation at Madrasah Aliyah Negeri 2 Sukabumi City. This type of research uses a qualitative method with a qualitative descriptive approach which focuses on collecting data and information from relevant sources using the interview method. Digital literacy is an individual's ability to use digital technology effectively in accessing, streaming, storing, producing and communicating using information online. Digital learning refers to the use of digital technology in the learning process, which involves the use of electronic devices and the internet to access and share knowledge. This article will review students' opinions regarding how the development of digital literacy and learning plays a role in increasing the accessibility, synchronization and effectiveness of learning in the current era. As well as its influence on student learning motivation. This research will also explore how increasing digital literacy and the use of digital learning can influence students' learning motivation, by considering factors such as ease of access to information, comfort in using technology, and the ability to learn more personally and appropriately for individual needs. Thus, it is hoped that this article can provide insight into the importance of literacy and digital learning in the context of modern education, as well as how these two aspects can support increasing student learning motivation at Madrasah Aliyah Negeri 2 Sukabumi City.

Keywords: *literacy, digital, learning , students.*

Introduction

In the current digital era, information and communication technology has changed the way we access and interact with information. Reported by the Directorate of Primary Schools, based on the results of its survey in Indonesia, it was stated that 73.9 percent of the population uses digital technology, which is equivalent to 202 million people out of the total population of 270 million in Indonesia. This proves that the Indonesian population has taken advantage of developing technology, one of which is in the digital economy. Over the past few years, the digital economy has had a major impact on global economic growth, changing traditional industries and business models around the world. Indonesia, with its dynamic entrepreneurial ecosystem and rapid development in the digital sector, is also experiencing this transformation (Napu et al., 2024).

The term digital literacy was coined by Paul Gilster, an information technology observer from the United States who later used the term as a standard term in his book Digital Literacy which was published in 1997. According to Paul Gilster in his book entitled Digital Literacy (1997), digital literacy is the ability to understand and using information in various forms from a very wide range of sources accessed via computer devices.

Apart from that, based on a report from the Indonesian Information Portal, UNESCO has strengthened the term digital literacy, according to which digital literacy is related to skills (life skills) because it does not only involve technology, but includes the ability to learn, think critically, creatively and innovatively to produce digital competencies.

In Indonesia, digital literacy has increased. This is proven by a survey conducted in measuring the 2021 Indonesian Digital Literacy Index, which stated that digital culture received the highest score, namely 3.90 on a scale of 5 or good. In this way, it is hoped that digital literacy in Indonesia can continue to increase so that Indonesian people can become intelligent, creative and innovative people and can sort out positive and negative information.

Literacy plays a role in developing knowledge in learning materials, also making it easier for students to access information and encouraging students to develop their creativity. However, digital literacy also has a negative impact, therefore students and society must be smart in sorting and selecting information that is appropriate to the actual situation. Therefore, digital literacy needs to be developed so that it can build national character to create a generation that is intelligent in choosing information from the right sources.

Learning motivation is the drive or drive that causes someone to study or study subject matter. Students with high motivation will have a lot of energy to carry out their learning activities, which will ultimately affect their academic achievement (Supriatna & Rahayu, 2022). The higher a person's learning motivation, the higher the learning outcomes. In the learning process, learning motivation is a very important aspect. In learning, motivation is very necessary. Motivation is an essential condition of learning. In the learning process, to generate motivation, it is important to optimize the brain's abilities to the maximum. However, to achieve effective learning, an element of joy is needed in the learning process. When teachers are able to empower brain abilities, it is likely that the results achieved will also be optimal. Therefore, one way to maximize brain capacity is to invite students to learn in a fun and joyful atmosphere. Fun learning can stimulate positive and maximal thinking (Supriatna & Khairunnisa, 2022). Learning outcomes will be optimal, if there is motivation. The more appropriate the motivation given, the more successful the lesson will be. At first students had no desire to learn, but because there was something they were looking for, interest in learning emerged. This is in line with his curiosity which ultimately encourages students to learn.

In the current digital era, information and communication technology has changed the way we access and interact easily. In the educational context, this literacy functions to increase a person's knowledge about certain subject matter, while encouraging curiosity and developing creativity (Supriatna et al., 2023). Digital literacy involves the ability to access, use, evaluate, and participate effectively and wisely in digital environments. With strong digital literacy, someone can understand and apply the principles of Digital Citizenship in their online activities (Supriatna & Sari, 2023). Digital literacy is becoming increasingly important for an increasingly connected society with digital. The ability to use digital technology well allows individuals to participate actively in an information-based society. This can increase students' interest and motivation to learn to use technology.

Digital learning is also playing a significant role in educational transformation, enabling access to a wide range of learning resources and supporting collaborative learning. It is important for educators to choose and integrate digital media appropriately according to the learning context and the goals to be achieved.

Research Methods

This article uses a qualitative research method with a quantitative descriptive approach which focuses on collecting data and information from relevant sources using interview methods with students at MAN 2 Sukabumi City.

Results and Discussions

Information and communication technology is increasingly developing in the world. One area that is developing with information and communication technology is education. The use of technology in the classroom can provide opportunities to create different instructions and transform the class into a dynamic learning environment, so that it can attract students' interest in the teaching and learning process in the classroom (Pitler, 2007).

The essence of learning motivation is internal and external encouragement for students who are studying to make changes in behavior, generally with several indicators or supporting elements (Uno, 2014). Motivation to learn helps students in the teaching and learning process in class. Learning motivation has a positive and significant influence on the learning process, which means that if students' learning motivation increases, then students tend to increase their competence (Bakar, 2014).

From several questions asked by researchers, it can be concluded that there are several forms of digital learning that are applied to support the teaching and learning process. Some examples of forms of digital learning that are generally applied are the use of e-learning platforms such as Google Classroom for managing learning materials, assignments and exams online. Some teachers also make learning videos which are uploaded on e-learning platforms or YouTube to provide visual and audio explanations of the material. There are even some teachers who package learning to make it more interesting by using learning applications such as Kahoot and Quizizz which are used to make learning more interactive and

fun through quizzes and educational games. The use of the Internet is commonly used for online learning resources such as Wikipedia or Encyclopedia to search for additional information and references for study material. There are also some teachers who use multimedia presentations such as PowerPoint and Canva which include text, images, audio and video to enrich learning and vary learning. Digital learning at Madrasah Aliyah Negeri 2 Sukabumi does not only focus on the use of technology, but also on improving students' digital literacy skills so that they can become wise and efficient users of technology in academic contexts and everyday life.

Most students also use digital learning media, for example smartphones, laptops, computers and others. In terms of its relevance to student learning motivation, we conclude that students feel motivated and supported by technology. Students are more enthusiastic about learning if teachers carry out digital-based learning because it is more interesting and easy to understand. Although not all teachers have implemented a digital learning system because there are several obstacles they face, such as uneven internet access in each class, system problems, and others.

Most students really like digital-based learning, but there are also students who claim that the use of the internet, social media and other digital media is less effective because many of them get information that is not relevant to the information they want, there are also those who feel that social media really interferes with students' learning concentration.

Meanwhile, we also asked one of the teachers, according to him, students, especially at the upper middle school level, basically still need guidance in managing the internet well, so at the Madrasah Aliyah Negeri 2 Sukabumi school, several teachers do not implement digitalization evenly so that students are not addicted to technology.

Conclusions

The use of technology in the classroom can provide opportunities to create differentiated instruction and transform the classroom into a dynamic learning environment, so as to attract students' interest in the teaching and learning process in the classroom. The essence of learning motivation is internal and external encouragement for students who are studying to make changes in behavior, generally with several indicators or supporting elements. Learning motivation has a positive and significant influence on the learning process, which means that if students' learning motivation increases, students tend to increase their competence. Based on research we conducted at Madrasah Aliyah Negeri 2 Sukabumi, the majority of teachers and students have used digital learning media and it has had a positive impact on student learning motivation, students are much more enthusiastic and responsive if their teachers use digital learning media.

Although not all teachers have implemented a digital learning system because there are several obstacles they face, such as unequal internet access in each class, system problems, and others.

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