

LITERATURE REVIEW: THE ROLE OF CHARACTER EDUCATION IN THE MIDST OF SOCIO-CULTURAL CHANGES IN THE DIGITALIZATION ERA

Fridolin Vs. Borolla¹, Arita Marini²

^{1,2}Postgraduate, Elementary Education, Universitas Negeri Jakarta, Indonesia

¹email: fridolinvrosansenborolla@gmail.com

²email: aritamarini@unj.ac.id

Citation: Borolla1, F., & Marini, A. (2022). Literature Review: The Role of Character Education in the Midst of Socio-Cultural Changes in the Digitalization Era. Indonesian Journal of Elementary Teachers Education, 3(2). doi:<https://doi.org/10.25134/ijete.v3i2.7014>

Recived: 2022-03-20

Accepted: 2022-07-14

Published: 2022-11-30

ABSTRACT

Advances in the field of information and communication technology that are increasingly rapidly in the 21st century have an impact on the social order and the world of education. Facing these changes, education needs to answer the changing needs of society. One thing that can be done is by implementing character education. This study uses a literature review research method. The purpose of this study is to conduct a literature review that has relevance to social change in the digitalization era through the role of character education. It was found that character education as the hope of forming students' character in schools can be done through integrating character values in learning activities. In addition, the implementation of strengthening character education can be done by means of habituation, modeling, and religious programs in schools.

Keywords: Character Education, Social Change, Digitalization Era

INTRODUCTION

Karakter education is an educational program that emphasizes efforts to build student character. Character education strives for students to have morals and noble values through learning activities (Putri, 2017). The 2013 curriculum accommodates character education in realizing national education goals (Murniyetty, et al. et al 2016) Implementation of learning activities through the 2013 curriculum in addition to knowledge and skills but character cultivation of students as a form of attitude competence.

One of the reasons character education is promoted through education is because socio-cultural changes in the era of globalization are difficult to contain. The phenomenon of cultural infiltration results in concerns about the fading of– the nation's cultural values. Students' indifferent attitudes towards social change in their environment will get used to adulthood (Putri, 2017). This indifferent attitude can have an impact on the absorption of foreign cultures without a filtering process first which certainly has an impact on the existence of one's own culture.

The instillation of–character values in learning activities refers to the spirit of the government in realizing a civilized and dignified nation. This is stated in the Law of –the Republic of Indonesia Number 20 of 2003 concerning the National Education System.

Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual power, self-control, personality, intelligence, noble character, as well as the necessary skills of themselves, society, nation and state.

Implementation of learning by instilling-character values in schools through habituation. Keraf & Komalasari (2019) stated that in the 21st century character education is carried out through a habituation. This shows that the value of character –values is not limited to knowledge so it takes a long process through habituation so that the character of students can be formed strongly and lastingly.

The rapid flow of change in the field of information and communication technology has an impact on the nation's culture and the world of education. One of the indicators of progress is the presence of *gadgets* as technology that makes it easier for everyone to communicate in *real time* and *mobile*. In addition, the use of *gadgets* with social media applications not only contains positive but also negative elements. Kurniawati (2020) in her research on the use of *gadgets* by students that have an impact on student learning achievement shows that students experience a decrease in achievement due to addiction to online applications. However, according to him, if *gadgets* are used to access learning support applications, it will have a positive impact on student learning achievement.

Students' dependence on *using gadgets* not only has an impact on learning achievement but also has an impact on social changes in their environment. Social changes in society also have an impact on changes that occur in the field of education (Wahib, 2019). The impact of social changes in society has resulted in changes in the world of education because school residents are also citizens of the community who are in direct contact with any changes in various areas of life. Social change contributes to the world of education (Syamsidar, 2015).

Social changes caused by many factors, one of which is advances in the fields of science, communication technology and information, are interesting to be studied comprehensively. Therefore, an assessment of social changes in education that is influenced by progress marked by the digitalization era is considered important in order to provide knowledge and a clear picture of what is happening along with what are the impacts of social change on the world of education.

METHOD

This study used a type of literature review research. The data collected is in the form of relevant articles, books, and other sources. The acquisition of literature is *in the form of hard copies* but also those that are available online. Data obtained online by visiting *google scholar*. Furthermore, the data that has been collected identifies the degree of relevance and contribution to the objectives of the study. The data will be analyzed using data analysis techniques according to Milles & Huberman (in Sugiyono, 2018) which consists of three stages, namely data reduction, data presentation, and verification / drawing conclusions. The research procedure consists of identifying educational phenomena, formulating research objectives, collecting data, selecting data, analyzing data, and drawing conclusions.

DISCUSSION

Character in You Are Big Indonesian (KBBI) means the nature of psychology, morals or ethics that distinguishes a person from others; character; character. While the character comes from Greece and Latin, namely "*Charassein*" which means to carve a pattern that remains indelible. Putri (2017) revealed five characteristics of individuals with character, namely personality, behavior, nature, and character. Character means a –fixedly inherent basic value as a characteristic of each person.

Character as defined personality value that is inherent in oneself is not limited to that but is a personality value that contains an element of connectedness between man and the

Creator but also with his environment. Suriadi, et al (2021) man's connectedness to God, self, and the environment is character. Pattaro, (2016) states that character education is entrenched and continues to develop during life. In other words, the character is not passive but continues to develop along with the experience of personal connection with the Creator as well as others and the environment.

Character education as a patterned system aims to instill character values in students in schools. (Murniyetty, et al. 2016) The results of his research showed that the pattern of character education starts from learning materials, –school rules, science competitions between students, outstanding student award events, national day commemorations, daily worship practices and spiritual guidance, scout activities, talent classes and music. Singh (2019) argues that integrating challenging character education for students is a manifestation of a form of quality character education. Patterned character education that is challenging and integrated with various activities turns out to have an impact on building student character.

Character education is considered important in learning as an effort to shape the character of students as expected, namely to become a person who has good character and virtuousness. Birhan, et al (2021) concluded in their research that the nation's generation that is irresponsible, selfish, and has no character values is the government's fault in formulating the curriculum without presenting character education. This means that character education guarantees the nation's generation who have good personalities by having character values that can be relied on in building the nation. Therefore, character education is considered necessary to be taught in –schools in order to ensure the sustainability of the development of a nation.

The development of technology and information marked by the era of digitalization, especially the use of *gadgets*, has become a means of transforming culture and the school system that continues to move forward. Sabirli & Coklar (2020) in their research showed the positive impact of the use of digital technology on learning activities with increasing student learning achievement. In addition, a study in Brazil by Ramos & Melo (2018) found that students' cognitive abilities improve after creating learning routines by using digital games. It shows that learning integrated with digital games can improve students' ability to learn.

The negative impact is in addition to the positive impact of the development of information technology on students. Deonisius, et al (2019) stated that the negative impact on utilizing information technology is a low understanding of digital literacy so that they are found posting–inappropriate things such as hate speech, as well as posts with disrespectful and ethical narratives. In addition, the position of teachers is also a highlight in integrating digital-based learning as happened in Taiwan. Cheng & Weng (2017) in their research showed that administratively the role of teachers is less optimized in implementing digital-based learning. This shows that teachers who are constrained in carrying out digital-based learning result in students lacking a good understanding of social media.

The impact of advances in the field of technology and information is not only on the world of education but has contributed to the social dynamics of society. Piliang (2012) argues that there are three indicators of social change in the digitalization era, namely individuals, between individuals, and communities. It is characterized by real-life work that can also be applied to the artificial world. Meanwhile, Badi'ah, et al (2021) stated that pesantren play a role in giving birth to a superior generation in controlling social change in the current digitalization era. Meanwhile, communication patterns during the digitalization era tend to be passive due to the busyness of using *smartphones* in doing almost all work (Zis, et al. 2021). Thus, it can be said that there have been significant social changes in the current era of globalization.

Social changes influenced by advances in the field of information technology are inevitable. The use of information technology equipment that increasingly facilitates human work is a feature of social changes experienced by society in the 21st century today. Rafiq (2020) stated that there are two indications of social change, namely those originating from society itself or it could also be that changes occur outside the community itself. It shows that social changes are currently affecting society so that social changes occur from within society itself as a result of changes brought about from outside a particular community of society.

CONCLUSION

Social changes that occur today as a result of advances in the field of information technology. Every change that occurs contains positive but also negative aspects. Education in the learning process in the classroom has a central role in efforts to make the nation's generation a person of character. The character values instilled in the learning process should be able to fortify the new generation so that they are able to wisely and wisely take advantage of technological and information advances in the current digitalization era.

Character education as an expectation of building student character in schools can be done through the integration of character value values in learning activities. In addition, the implementation of strengthening character education can be done by means of habituation, modeling, and religious programs in schools.

REFERENCES

- Badi'ah S, S. L. (2021). Pesantren dan Perubahan Sosial pada Era Digital. *Analisis: Jurnal Studi Keislaman*, 21(2), 349–364. <https://doi.org/http://dx.doi.org/10.24042/ajsk.v21i2.10244>
- Birhan W, Shiferaw G, Amsalu A, Tamiru M, T. H. (2021). Exploring the context of teaching character education to children in preprimary and primary schools. *Social Sciences & Humanities Open*, 4(7), 1–6. <https://doi.org/https://doi.org/10.1016/j.ssaho.2021.100171>
- Cheng Y, W. C. (2017). Factors influence the digital media teaching of primary school teachers in a flipped class. *South African Journal of Education*, 37(1). <https://doi.org/http://dx.doi.org/10.15700/saje.v37n1a1293>
- Deonisius F. R, Lestari I, S. (2019). The effect of digital literacy to internet addiction. *Indonesian Institute for Counseling, Education and Therapy (IICET)*, 5(2), 71–75. <https://doi.org/https://doi.org/10.29210/120192333>
- Keraf M. P. F, K. K. (2019). Habitiasi untuk Memperkuat Karakter Nasionalisme Peserta Didik Wilayah Perbatasan pada Abad 21. *Jurnal Moral Kemasyarakatan*, 4(1), 15 – 25. <https://doi.org/http://dx.doi.org/10.21067/jmk>
- Kurniawati D. (2020). Pengaruh Penggunaan Gadget Terhadap Prestasi Siswa. *Edukatif: Jurnal Ilmu Pendidikan*, 2(1), 79–84. <https://doi.org/https://doi.org/10.31004/edukatif.v2i1.78>
- Murniyetty, Engkizar, A. F. (2016). Pola Pelaksanaan Pendidikan Karakter Terhadap Siswa Ssekolah Dasar. *Jurnal Pendidikan Karakter*, 6(2), 156 166. <https://doi.org/https://doi.org/10.21831/jpk.v6i2.12045>
- Pattaro C. (2016). Character Education: Themes and Researches. An Academic Literature Review. *ITALIAN JOURNAL OF SOCIOLOGY OF EDUCATION*, 8(1), 6 30. <https://doi.org/doi:10.14658/pupj-ijse-2016-1-2>
- Piliang A. Y. (2012). MASYARAKAT INFORMASI DAN DIGITAL: Teknologi Informasi dan Perubahan Sosial. *Jurnal Sosioteknologi*, 27(11), 143 156.

- <https://multisite.itb.ac.id/kkik-fsrd/wp-content/uploads/sites/154/2007/04/1.P.-Yasraf.pdf>
- Putri, R. (2017). Penguatan Pendidikan Karakter bagi Siswa Sekolah Dasar Melalui Kearifan Lokal. *JPSD*, 3(2), 201–214. <https://doi.org/DOI:10.30870/jpsd.v3i2.2140>
- Rafiq A. (2020). DAMPAK MEDIA SOSIAL TERHADAP PERUBAHAN SOSIAL SUATU MASYARAKAT. *GLOBAL KOMUNIKA*, 1(1), 18–29. <https://ijc.ilearning.co/index.php/mozaik/article/view/755>
- Sabirli Z. E, C. N. A. (2020). The effect of educational digital games on education, motivation and attitudes of elementary school students against course access. *World Journal on Educational Technology: Current Issues*, 12(4), 326–338. <https://doi.org/https://doi.org/10.18844/wjet.v12i4.5142>
- Singh B. (2019). Character education in the 21st century. *Journal of Social Studies*, 15(1), 1–12. <https://doi.org/doi:10.21831/jss.v15i1.25226>
- Sugiyono. (2018). *Metode Penelitian Kuantitatif, Kualitatif dan R&D* (27th ed.). ALFABETA, cv.
- Suriadi J. H, Firman, A. R. (2021). Analisis Problema Pembelajaran Daring Terhadap Pendidikan Karakter Peserta Didik. *Edukatif: Jurnal Ilmu Pendidikan*, 3(1), 165–173. <https://edukatif.org/index.php/edukatif/index>
- Syamsidar. (2015). Dampak Perubahan Sosial Budaya Terhadap Pendidikan. *Jurnal Bimbingan Penyuluhan Islam*, 2(1), 83–92. https://journal3.uin-alauddin.ac.id/index.php/Al-Irsyad_Al-Nafs/article/view/2566
- Wahib A. (2019). Dampak Perubahan Sosial Budaya Pada Pendidikan. *Jurnal Paradigma*, 7(1), 51–57. <https://doi.org/https://doi.org/10.53961/jurnalparadigma.v7i1.20>