

MEASURING DIGITAL LITERACY IN SIDOARJO

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MEASURING DIGITAL LITERACY IN SIDOARJO

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ABSTRACT

The use of internet technology and social media has changed the culture of communication from a culture of reading and writing to digital communication. In addition, the growing potential of information and communication technology makes it important to understand and apply digital literacy in an area. The purpose of this research is to analyze and explain the digital media literacy of the people in the Sidoarjo Regency. Explain the differences in digital literacy at each level of education. Measuring the digital literacy index in Sidoarjo Regency. This quantitative descriptive study used a sample of 278 respondents using the cluster random sampling technique. This survey was conducted by distributing questionnaires via WhatsApp social media. The questionnaire compiled via the Google form consists of eight components of digital literacy, namely the ability to find, select and analyze information; effective communication skills; collaboration capabilities; digital presence capabilities; critical and evaluative thinking skills; activity ability; the ability to effective practical skills; and cultural, social and ethical abilities. The results of the study show that digital literacy abilities in Sidoarjo Regency based on education vary. Digital literacy skills with junior high school education have an index of 76.35. Those with high school education have a digital literacy index of 79.19. Then those with a Bachelor's degree education have a digital literacy index of 81.17. In general, the digital literacy index for Sidoarjo Regency is 80.83. In digital literacy, the people of Sidoarjo Regency can think critically and evaluatively. The index on this ability is 84.66.

Keywords: Communication Information Technology, Digital Literacy Index, Educational Literacy

1. INTRODUCTION

As mandated in Law No. 17 of 2007 concerning the 2005-2025 National Long-Term Development Plan (RPJPN), Indonesia's information society is projected to materialize in the third medium-term period, namely 2015-2019 (Zein & Aimon, 2020). The information society is a society whose main activity is to work to create, process, and convey information and create a communication information technology (Habibah & Irwansyah, 2021; Majid & Usman, 2020) such as mailing lists, chatting, Friendster, e-learning, use of ATMs, and virtual communities. Through information, a nation can increase economic growth and the competitiveness of the nation itself (Safitri & Huda, 2022). In addition, the community is also expected to have the ability to collect, process, and utilize the information that can shape itself into an information society that is useful in improving the standard



of living (Mawarni et al., 2022; Chiu et al., 2022). One of the requirements for the realization of an information society is easy to access to adequate communication technology, such as infrastructure capacity, quality, broad internet coverage, inclusive digital capabilities, and the amount of infrastructure access. (Ministry of Communication and Informatics Strategic Plan 2020-2024: 2-4).

As quoted from mediaindonesia.com, the Ministry of Communication and Information stated that in 2021 smart phone users will reach 167 million people or 89% of Indonesia's total population (Hanum, 2021). This figure has increased rapidly when compared to 2018. At that time the Ministry of Communication and Informatics explained in its press release that 66.3% of Indonesian people have smart phones which are spread in urban and rural areas. However, there is still a gap in smart phone ownership between rural and urban areas. It is known that smart phone ownership in urban areas reaches 83.04% while in rural areas it is 50.39%. The Instant Messaging application that is widely used on smart phones is Whatsapp. Most Whatsapp users are in the age group of 20-29 years, which is 65.10%. The culture of consumption of credit for smart phones is mostly civil servants, private employees, and non-PNS/honorary. On average they spend more than IDR 100,000.00 per month. (www.kominfo.go.id).

Releasing data from We Are Social shows that the highest messaging application in Indonesia is WhatsApp, namely 84.8 million users (Annur, 2023) and the rest are Facebook, Instagram, Messenger, Youtube, Clash of Clans, Clean Master, Garena Free Fire, Subway Surfers, and Clash Royale. For social media, the most popular users are also WhatsApp (88%), Instagram (84.4%), Facebook (81.3%), Tiktok (63.1%), Telegram (62.8%), Twitter (58.3%), Messenger (48.6%), Line (39.7%), Pinterest (36.7%), LinkedIn (29.4%), and Skype (14.9%). (Annur, 2023; Naurah, 2023). (Figure 1).

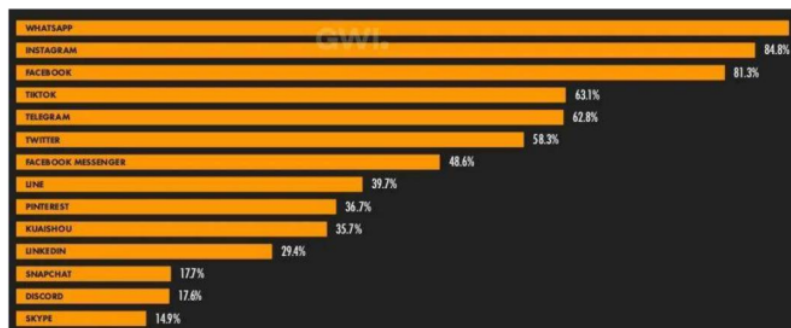


Figure 1. Social media that is often used in Indonesia, 2022

Meanwhile, the level of internet users from 2018 to 2022 shows an increasing trend. In 2022, there will be 210.03 million internet users in Indonesia. This figure has increased when compared to the results of a survey by the Association of Indonesian Internet Service Providers (APJII) in 2018. In addition, it is known that most Internet penetration in Indonesia is in the Java region (43.92%). While other regions such as Sumatra amounted to 16.63%; Sulawesi (5.53%); Kalimantan (4.88%); Bali and Nusa Tenggara (3.88%); and Papua (1.17%). Internet penetration in Indonesia, which reached 77.02% in 2022, is projected to continue to increase until 2023 (Annur, 2023).

The use of the internet and social media has shown that the development of information and communication technology does not only cover access, affordability, and the ability to adopt innovations but also has an impact on life changes, both positive and negative. The interesting thing about the changes is the change in communication culture which is mentioned by McLuhan as a new culture of communication (Puspitaningrum, 2022). This new culture of communication has changed the culture of reading and writing and transformed it into digital communication (Munasarah, 2021). The transformation of digital communication culture occurs through a digital process, namely the change of media to digital. Second, interactivity namely changes in digital media that can respond

interactively to fellow users. Third, namely dispersal (Habibah & Irwansyah, 2021). Dispersal is a production and message distribution process in digital media that involves individual activity.

Various studies state that the new era of digital communication has made information the main force in life (Zis et al., 2021; Bahri, 2021; Gasa & Mona, 2020; Rafiq, 2020; Pratama et al., 2023; Santoso et al., 2020) and a source of empowerment power that is based on knowledge (Samsugi et al., 2020; Aprianti et al., 2022). The development of a knowledge society as part of ICT development needs to be carried out sustainably through strengthening digital media literacy. The aim is to increase public awareness, ability, and capacity to select and utilize media according to their needs. Finally, it can become a driver of economic growth, increase the nation's competitiveness, and increase public participation in the process of making public policies

Digital media literacy is the ability to use information and communication technology (ICT), to find, evaluate, utilize, create, and communicate content/information, with both cognitive and technical skills (Ratumanan et al., 2022). Digital media literacy is a pillar of the information society in creating a society with intelligent, critical-creative, and positive mindsets and insights. The information society is not easily influenced by provocative issues and does not become a victim of hoax information or digital-based fraud. For this reason, the socio-cultural conditions of the community need to be directed at intelligence in understanding the flow of digital information and social media civility. Intelligence in using digital media platforms, accuracy in spreading ideas as well as foresight in accessing information are important skills in the line of social media transformation.

Starting from this exposure, digital literacy in Sidoarjo Regency in 2022 needs to be researched. The basic arguments used to conduct this research are the fact that first, internet penetration in Indonesia still has a digital divide; second, the utilization of information technology-based information is not yet optimal for the people's economy which has real economic value; third, the increasing misuse & abuse of information technology and digital media such as hoax information, cyber bullying, violent and pornographic content, black campaigns, hacking, and hate speech. Fourth, is the slow development of digital media literacy in Indonesia.

The purpose of this research is to analyze and explain the digital media literacy of the people in the Sidoarjo Regency. Explain the differences in digital literacy at each level of education. Measuring the digital literacy index in Sidoarjo Regency.

2. METHODS

This digital literacy research in Sidoarjo Regency uses a descriptive quantitative approach. This approach describes a problem through statistical numbers into information (Tarigan, 2022; Yusuf et al., 2022; Martias, 2021). Primary data collection is done through a survey by distributing questionnaires. The questionnaire was compiled using the Google form which was distributed via Whatsapp media. The questionnaire was compiled using variables related to digital literacy, including the ability to find, select and analyze information; effective communication; collaboration; digital presence; critical and evaluative thinking; creativity; effective practical skills and social and ethical culture. The answers to the questions in the questionnaire were prepared using a Likert scale with a score of 1-5.

The research sample was 278 respondents with various levels of education ranging from junior high school to bachelor's degree. Determination of the sample was carried out using the cluster random sampling method, namely the technique of taking samples from the population by randomizing the groups (Riaz et al., 2022).

Furthermore, the researcher divided the criteria for assessing digital literacy based on the index conversion value, which was poured into 5 (five) categories, namely the Very Low Digital Literacy Index Category, with a conversion value of 0-20; Low Digital Literacy Index Category, with a score of 21-40; The Digital Literacy Index Category is Adequate/Moderate, with a mean score of 41-60; High/Good Digital Literacy Index Category, with a mean score of 61 - 80; and the Digital Literacy Index category is very high, with a mean score of 81-100.

Table 1. Value Intervals

Value Intervals	Index Value Conversion	Category
0	0 – 20	Very low
1	21–40	Low
2	41–60	Enough/ Moderate
3	61–80	High/ Good
4	81–100	Very good

Measurement of digital literacy is carried out using eight elements. Measurement and analysis of data are carried out using SPSS 25. The calculation is carried out with the following formula:

$$\text{ILDI} = \frac{\text{score calculated } i}{\text{Ideal score } I} \times 100$$

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The results of testing the validity of the data in this study showed that out of a total of sixty component sub-elements, there was one item on the cultural dimension (-0.279) which was declared invalid. While the other 59 sub-elements were declared valid with a value above the critical R (0.30), which is 0.4. The results of the research instrument reliability test showed a value of 0.970. This score means that the research instrument can be used repeatedly.

3. RESULTS AND FINDINGS ANALYSIS

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The characteristics of the respondents in this study included the characteristics of the respondent's gender, the respondent's age, and the respondent's education. From this study, it is known that the number of male gender is more than female respondents. The average age of the respondents was 15-19 years old (42.86%) and the rest were spread over the ages of 20-24 years (31.68%), 25-29 years old (12.42%), 30-34 years (8.07%), 35-39 years (1.24%), 40-44 years (2.48%), 45-54 years (1.24%). Meanwhile, in terms of education, the respondents in this study were mostly at the educational level of a Bachelor's degree (81.7%) compared to respondents with a junior high school level of education (76.19%) and high school as much as 79.19%. These data can be observed in Table 2:

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Table 2. Characteristics of Respondents' Digital Literacy Index Based on Gender, Age, and Education

Characteristics	Information	Percentage
Gender	Man	51,6
	Woman	48,4
Age	15-19 years	42.86
	20-24 years	31.68
	25-29 years	12,42
	30-34 years	8.07
	35-39 years	1.24
	40-44 years	2.48
	45-54 years	1.24

Continue Table 2

Characteristics	Information	Percentage
Education	Junior high school	76,35
	Senior High School	79,19
	Bachelor Degree	81,17

Source: Primary Data Processed, 2022

In addition to the characteristics of the respondents based on age, gender, and education, the respondents in this study can also analyze the level of utilization of digital technology. This can be seen from the type of computer currently owned; antivirus program used; the operating system used is in the form of HP; use of smart phones, internet with data packages from operators and WIFI; Use of application media on smart phones; Type of social media used; Browsers that are often used and the type of computer used.

Table 3 Use of Information and Communication Technology in Sidoarjo District

Use	Information	Percentage
Owned computer	Mobile phone	4
	Personal Computers/ PCs	13
	Laptops/Notebooks	83
Antivirus Programs	AVAST	6,3
	AVG	7
	McAffle	3,9
	Microsoft Security	19,5
	Smadav	52,3
	Other	1,6
Operating System on Mobile	Don't use antivirus	9,4
	iOs/ iPhone	8
	Windows Phone	1
	Androids	91
Internet Data Packages	Operator	55
	WIFI	45
Type of Social Media Used	YouTube	17,2
	Twitter	54,7
	Path	0,8
	Instagram	1,6
	Facebook	25,8

Source: Primary Data Processed, 2022

Based on Table 3, the understanding of the people of Sidoarjo Regency regarding the use of information and communication technology is that of 18 respondents, 83% use a Laptop/Notebook. This amount is more than HP by 4% and PC by 13%. The results of this percentage indicate that the people of Sidoarjo prefer to use laptops/notebooks compared to others. The most widely used antivirus program is Smadav with 52.3%. Followed by 19.5% who use Microsoft security; AVG by 7%; Avast at 6.3%; McAffe at 3.9%; and others at 1.6%. There are also 9.4% of respondents who do not use antivirus.

Three types of operating systems are used on mobile phones, namely iOS (iPhone), Windows Phone, and Android. Of the three types of systems, people tend to choose the Android operating system, which is 91%. This number is greater than respondents who use iOS (iPhone) 8% and Windows Phone 1%. This means that most of the people of Sidoarjo Regency use Android phones

rather than iOS phones or Windows phones. In addition to using internet data, it is known that the people of Sidoarjo prefer to use internet services through operators compared to WIFI.

Furthermore, after processing, there are types of social media that are often used by the people of Sidoarjo, such as Youtube, Twitter, Path, Instagram, and Facebook. Of the five social media, the people of Sidoarjo Regency tend to prefer social media via Twitter 54.7%. Followed by Facebook at 25.8%, YouTube at 17.2%, and the rest via social media through Path and Instagram.

The previous information that has been described can be drawn from the thread that the daily activities of the Sidoarjo people cannot be separated from smartphones and the internet. Therefore, in its use should be equipped with a good security system. So that the misuse of social media can be avoided or data damage can be minimized. Related to this, the community is expected to have preventive measures such as being able to use passwords, activate the lock screen feature, back up data, and so on.

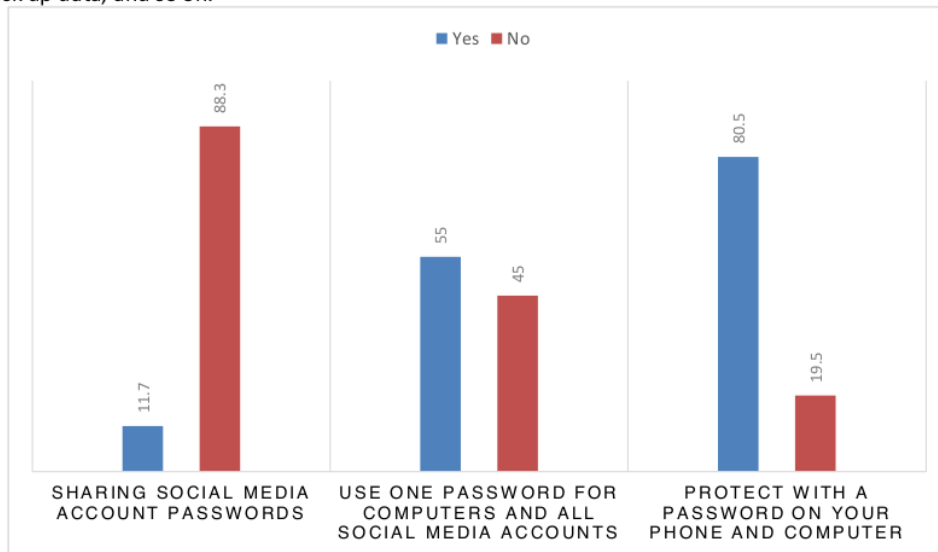


Figure 2. Actions to Protect Smartphones and Computers in the Sidoarjo Regency Community

Figure 2 illustrates that 88.3% of the people of Sidoarjo Regency do not share social media account passwords with other people. Meanwhile, 55% of the people of Sidoarjo Regency use one password for all their social media accounts. This means that the people of Sidoarjo Regency never share passwords with anyone, considering that the passwords they use on all their social media accounts have the same password. It is proven that 80% of the people of Sidoarjo Regency have protected their smartphones or computers with a password feature.

DIGITAL LITERACY INDEX ANALYSIS

The eight components used by researchers to analyze the digital literacy index in Sidoarjo Regency include the ability to find, select and analyze information; effective communication; collaboration; digital presence; critical and evaluative thinking; creativity; effective practical skills and social and ethical culture. This can be described as follows:

1. The Ability To Find, Select, and Analyze Information

Information can affect the audience on social and individual levels. Therefore, the community is required to have the ability to choose the media needed, the ability to control media use, and interpret media content. The seven sub-elements of the questions submitted to respondents from the people of Sidoarjo Regency are in the very good categories. Such as the ability to find the right technology application has an index of 83.76 with a very good category. The ability

to choose the right information according to what is needed from online media is 85.04 with a very good category. Ability to find reliable information in online media 83.39 with very good category. ability to obtain valid information in online media 78.83 with a good category; The ability to choose and sort between reliable information and hoax information in online media 81.02 with a very good category. The ability to get the right information to increase one's knowledge and skills is 84.49 in the very good category and the ability to control messages/information/news online media/social media is 85.49 in the very good category. This means that outlining the first component, namely the ability to find, select and analyze information on the people of Sidoarjo Regency is very good.

2. Effective Communication

Google Meet, SKYPE, Zoom, and so on are enabled by humans to establish communication in the current era. This application is used by humans to establish communication remotely. However, there are weaknesses in using these applications if they are not matched with literacy skills, such as differences in interpretation of one's intentions and goals. One way to avoid the occurrence of unequal interpretation of the message requires effective communication. Communication is said to be effective if the message conveyed by the sender can be understood by the recipient of the message. So that in communicating there are no mistakes in interpretation that result in misunderstanding or misunderstanding.

Assessment of effective communication can be seen based on how a person uses online communication tools, how a person conveys his intentions and goals to others, and so on. Of the 10 questions asked tend to be very good. Like the ability to use Video Calls to communicate directly online and effectively or to discuss with colleagues and many friends with a score of 90.97 in the very good category; The ability to write and convey information/messages that are easy for others to understand by using ICT applications such as Whatsapp, Line, Instagram, Facebook at 90.69 in the very good category; The ability to write and convey information/messages politely to others using ICT applications is 90.60 in the very good category; The ability to write and convey information/messages honestly to others using ICT applications is 88.59 in the very good category; The ability to write and convey information/messages that others can trust using ICT applications is 87.96 in the very good category. Apart from that, it can also be seen that of the several applications and methods used, the people of Sidoarjo prefer to communicate via video calls rather than through SKYPE or Zoom.

3. Collaboration

The importance of collaboration skills in literacy is so that a person can find out new information from other people, can motivate each other, and share new skills that are useful for their lives. Sidoarjo community collaboration skills tend to be good and very good. The capabilities of the Sidoarjo community include the ability to discuss and share information using Zoom/Meet/Video Calls 80.20 in the very good category; Learning by using Zoom/Meet/Video Call/Google Classroom 78.65 in the good category; Discuss with friends/colleagues/other participants in seminar forums in online media/Webinars at 65.33 in the good category; Sharing knowledge via Twitter, WhatsApp, Pinterest, Line, Facebook, Instagram with friends or work colleagues at 80.38 in the very good category.

4. Digital Presence

Digital presence is welcomed by everyone. This is because digital presence can improve business performance, advance education, and present innovation at an affordable cost. In other words, digital presence brings changes to human life. Therefore, one must be equipped with the ability to operate applications to balance the digital presence.

The ability of the people of Sidoarjo Regency to have a digital presence. Among them, the ability to apply Google Scholar to find scientific information or research results with an index of 66.15; The ability to apply Semantic Scholars to find scientific information or research results (68.89); the ability to apply Google Translate for language transliteration purposes (87,86); Ability to apply Google

Classroom for distance learning (72.90); Ability to apply Google Meet for meetings with friends or work colleagues (76.37); Ability to apply Zoom for meetings with friends or work colleagues (73,72); Ability to manage YouTube, Instagram, Facebook media to upload videos, photos, images or information (87.41); Ability to apply Mendeley to create online libraries (56,48); Ability to use the Online Journal System (OJS) owned by publishers for publication of scientific papers (55.84); Ability to use e-Banking applications for online transactions (73.63); Ability to use e-Commerce applications for online transactions and shopping (70.62).

5. Critical and Evaluative Thinking

One must be able to think critically and evaluatively in the digital era. This is so that someone can avoid fake news, fraud, and others. The public can sort out information by knowing the validity of the data, the origin of news sources, and so on.

Related to this, the results show that the people of Sidoarjo have a critical and evaluative mindset. The average value of each sub-element is eight. This figure illustrates that the abilities possessed by the people of Sidoarjo are very good. The highest ability possessed is the use of digital media to help the community to obtain and integrate various information needed (87.32) by the people of Sidoarjo. This means that the people of Sidoarjo can filter the information that is available and what is needed.

6. Creativity

Creativity can make someone survive. Like during the Covid-19 pandemic. Many activities have been disrupted, but life must go on. In order not to make matters worse, one must survive amidst deprivation. One thing that is needed is creativity. Responsiveness possessed by a person can help him read the situation well, explore knowledge and transform information to improve the quality of life.

Seven sub-elements can assess the level of creativity possessed by the community. Creativity of the Sidoarjo people is very good. If described with numbers, the Sidoarjo community has a score of 82.76 which states that the use of digital media can generate and present new information and content; The use of digital media helps to select and utilize the creative potential of information and communication technology with an index of 84.22; The use of digital media helps to develop self-potential with an index of 84.49; The use of digital media helps to increase self-confidence and motivation to explore and create new things with an index of 84.03; The use of digital media helps to present information in new ways (online presentations, online teaching) with an index of 80.02; The use of digital media helps to create videos/user guides/podcasts with an index of 80.20; The use of digital media can help interact online by including videos, power point displays, assignment attachments with an index of 83.67. The use of digital media helps to create videos/user guides/podcasts with an index of 80.20; The use of digital media can help interact online by including videos, power point displays, and assignment attachments with an index of 83.67. The use of digital media helps to create videos/user guides/podcasts with an index of 80.20; The use of digital media can help interact online by including videos, power point displays, and assignment attachments with an index of 83.67.

7. Effective Practical Skills

Having effective practical skills a person can be assessed by (1) The use of digital media can help develop and improve technical ICT skills, (2) The use of digital media helps to increase competency and self-confidence, (3) The use of digital media can help improve performance effectively and efficient, (4) The use of digital media can help improve effective and efficient learning, and (5) The use of digital media helps to develop a deeper understanding of software tools and functions to

encourage efficient work. The five characteristics for assessing a person are owned by the Sidoarjo community and all are at number 8.

8. Cultural, Social, and Ethical

In digital media literacy, a person must have cultural, social, and ethical characteristics. This attitude is expected not to offend or hurt each other which can divide the union. In other words, people may use digital media freely but remain in the corridor according to the rules. The results of the study show that of the 10 elements, the highest element is the intensity of communicating politely on online/social media. This proves that the people of Sidoarjo Regency can communicate with other people through social media/online with good character.

After knowing the value of each element, we can also know the average index of the 8 components of digital literacy. Among them are the ability to find, select and analyze information; effective communication skills; collaboration capabilities; digital presence capabilities; critical and evaluative thinking skills; creativity ability; the ability to effective practical skills; and cultural, social, and ethical abilities. This can be described as follows:

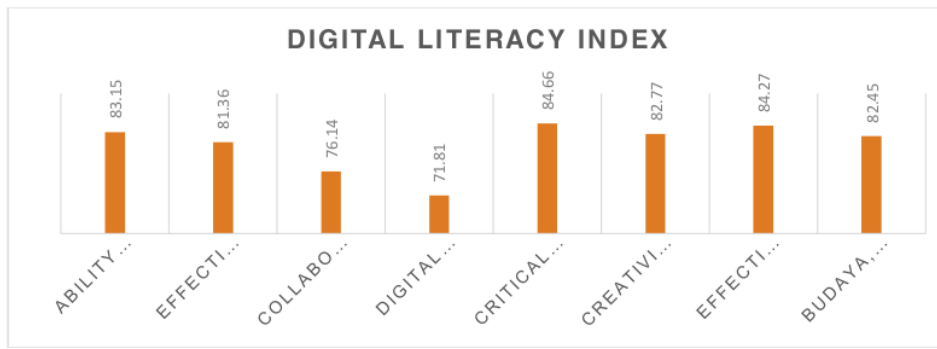


Figure 3. Digital Literacy Index for the Community of Sidoarjo Regency

The average digital literacy index in Sidoarjo Regency is 80.83. These results are included in the very good category. The highest score is obtained by the ability to think critically and evaluatively, with a digital literacy index score of 84.66, or the very good category. The second highest component is effective practical skills, with a digital literacy index score of 84.27, which is in the very good category. The component with the lowest score is digital presence with a score of 71.81 (Figure 3). Apart from that, the digital literacy index can also be identified per level of education in the Sidoarjo Regency community (Figure 4).

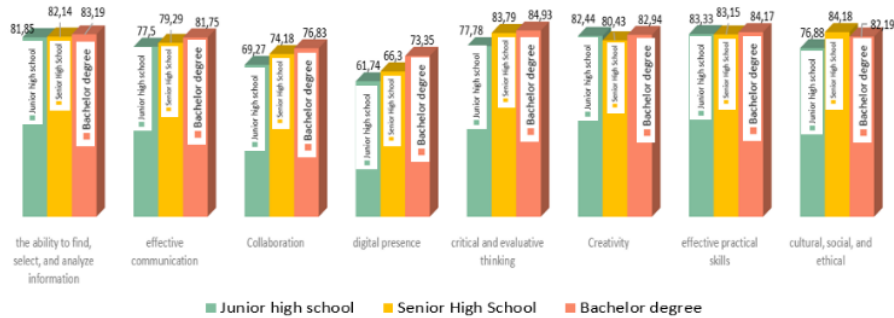


Figure 4. The Eight Components of the Sidoarjo Community's Digital Literacy Index by Education Level

Figure 4 shows that of the three categories of respondents' education regarding digital literacy of the Sidoarjo community with the ability to find, select and analyze information the highest was owned by respondents with a bachelor's degree education level of 83.19. Meanwhile, for the senior high school education level it was 82.14 and for the junior high school education level, it was 81.85.

The highest Effective Communication Ability was owned by respondents with an undergraduate degree of 81.75, a senior high school level of 79.29, and a junior high school level of 77.50. The highest digital collaboration ability was also owned by respondents with a bachelor's degree education level of 76.83. Followed by a senior high school education level of 79.29 and respondents with a junior high school education level of 69.27.

The digital presence is well received by the people of Sidoarjo for respondents with a bachelor's degree 73.35; Respondents with a high school education level 66.30 and junior high school 61.74. The highest critical and evaluative thinking skills were also owned by respondents with a bachelor's degree education level of 84.93; High school level is 83.79 and junior high school level is 77.78.

Level the highest creativity was in the undergraduate respondents at 82.94; The educational level of junior high school 82.44 and senior high school is 80.43. The highest effective practical skill ability was also owned by respondents with a bachelor's degree education level of 84.17; Junior High School 83.33 and Senior High School 83.15. The highest cultural, social, and ethical abilities were owned by respondents with a high school education level of 84.18; Undergraduate degree education was 82.19, and respondents with junior high school education were 76.88.

The eight components of digital literacy skills tend to be owned by respondents with an undergraduate level of education. However, the bachelor's degree respondent has a low index on cultural, social, and ethical abilities, which is below the respondent with a high school level of education.

4. DISCUSSION

Digital literacy is one of the things that is crucial today. The higher the digital literacy we have, the greater the opportunity we can get to develop. Based on the test and calculation results, overall digital literacy in Sidoarjo Regency is 80.83 in the very good category. In addition, if viewed based on the level of education, whether junior high school, high school, or bachelor's degree, the people of Sidoarjo Regency are in a digital literacy condition with an index value above 75. This means that the people of Sidoarjo Regency are ready for changes in information and communication technology conditions. very massive.

Of the eight components used as a reference for measuring digital literacy levels in Sidoarjo Regency, various benefits can be obtained. Among them, the community can find solutions and

implement solutions. This statement is following the results of the study (Naufal, 2021; Zam, 2021; Nurrahmah, 2021; Princess et al., 2022; Rachmaningsih et al., 2022; Reddy et al., 2020). Besides that, with good digital literacy conditions, people will not be easily influenced by outsiders but can accept differences with an open attitude, and understand the purpose of digital literacy. These results are following the study (Yuniarto & Yudha, 2021) which states the importance of digital literacy to form strong characters.

The results of the Sidoarjo regency's excellent digital literacy index also do not contradict the research of Hastini, Fahmi, and Lukito which states that good digital literacy will produce a quality society. With the characteristics of having good communication skills, being able to collaborate, and thinking critically, creatively, and innovatively (Hastini et al., 2020). Therefore, the digital era must be taken seriously so that it can deal with various challenges and problems in life by identifying any information it receives (Suri, 2019).

5. CONCLUSION

The results of the study can be concluded that digital literacy measurements have an average value of 80.83 and when referring to the digital literacy index category, this value is included in the very good category. Related to this, overall the people of Sidoarjo Regency are very good in terms of having the ability to find, select, and analyze information; be able to communicate effectively; can collaborate; open in accepting digital presence; can think critically and evaluatively; have creative abilities; have effective practical skills; and has cultural, social, and ethics that can provide benefits to the people of Sidoarjo Regency in their daily lives. The ability to think critically and evaluatively (84.66) is the highest ability possessed by the people of Sidoarjo. There is a difference in digital literacy at the education level in Sidoarjo Regency, namely the bachelor's degree of 81.17, the high school level of 79.19, and the digital literacy index at the junior high school level of 76.35.

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