

## **Educational Transformation Through Holistic Literacy by Applying Digital Technology Innovation at SMPN 04 Cipayung Village – Bekasi**

**Rismawati<sup>1</sup>, Miftakul Huda<sup>2</sup>, Daspar<sup>3</sup>, Donny Maulana<sup>4</sup>**

<sup>1,2,3</sup>Faculty Economy and Business, <sup>4</sup>Faculty of Engineering, Universitas Pelita Bangsa, Bekasi Regency, West Java, Indonesia

<sup>1</sup>risma@pelitabangsa.ac.id, <sup>2</sup>miftakulhuda@pelitabangsa.ac.id,  
<sup>3</sup>daspar@pelitabangsa.ac.id, <sup>4</sup>donnymaulana@pelitabangsa.ac.id

### **ABSTRACT**

*Globalization era gives quite an impact wide in various aspect life, incl demands in implementation of education. One of challenge real the is that education should capably produce resource humans who have competence, therefore That Transformation education through literacy holistic capable create development, updates and adjustments paradigm educator with demands era educational human resources are superior, creative, and innovative, among others with apply innovation digital technology as means for expand range transformation education culture. Use of online platforms, social media, and applications education help connect public with information, inspire participation active, and open door for learning collaborative. The impact covers enhancement participation in discussion, training, and dissemination of information related environment and literacy. The purpose of devotion to the public is to apply the role of education through educational transformation through literacy holistic with apply innovation digital technology. Methods used are observation, interviews, training, and counseling. Transformation education through holistic literacy with apply innovation digital technology shows that ability 21<sup>st</sup> century that is needed in the world of education are skills and learning innovate, information media and skills technology.*

*Keywords: educational transformation; literacy holistic; innovation digital technology*

### **INTRODUCTION**

Education is needing man. Education always experiences change, development, and improvement in accordance with developments in everything field life. Changes and improvements in field education covers various components involved in it good that executor education in the field (teacher

competency and quality power educators), quality education, devices curriculum, facilities and infrastructure education and quality management education including change in more learning methods and strategies innovative. Change and improvement efforts the aim bring quality more Indonesian education good, one of them is education by

implementing digital technology innovation.

Education and learning in the digital era bring a lot of positive potential with technology that can increase accessibility and interactivity. Increased accessibility such as digital technology has opened access to education for people all over the world, regardless of their geographic location, economic background, or physical abilities. However, a balance is needed so that the essence of traditional education is maintained. Educators must be able to communicate and adapt to current developments, in this case technological developments. In addition, as time goes by, this is proportional to the development of problems that require solving using higher level thinking the digital era has brought major changes.

In various aspects of life, including education and learning. Digital technology has opened wider and more equal access to education for everyone, as well as providing various new opportunities for learning and self-development.

The importance of digital

literacy is that students need to be trained to use digital technology wisely and responsibly. This includes understanding online risks and dangers, such as cyberbullying and online fraud. Challenges and risks, for education and learning, one of the main challenges is the proliferation of invalid and misleading information. Students need to be equipped with digital literacy skills to be able to sort and filter the information they receive, and digital gaps for students such as disparities in access to digital technology, another challenge is technology addiction, students need to be guided to use technology wisely and responsibly. The learning models or materials used have also developed, from printed materials in the form of books to audio-visual materials distributed via the internet and can be accessed online.

In using digital technology effectively in the learning process, this includes understanding how to use technology to support various learning styles and to design engaging and interactive learning experiences. The digital era is a great opportunity for students to improve

the quality of education and learning, bringing major changes to education and learning. Digital technology has the potential to improve accessibility, personalization, and quality of education. With the right preparation, we can utilize digital technology to create education that is more equitable, quality, and relevant to future needs. To achieve educational results in the digital era, of course you must receive support from educators.

Education does not regardless of activity learning. Study according to Spears (Suprijono 2009:2) is observing, reading, imitating, trying something, hearing and following direction certain. Learn so is a process of change behavior in a way active, reaction process to all the situation around you individual, directed process to something purpose, process of doing through various experience, the process of seeing, observing, understanding something learned in the learning process teaching teachers is required for can realize and create possible situation student for active and creative. In the learning and teaching process this expected student can

carry out activity creative and innovative learning so that objective instructions that have been set can achieved in a way maximum. Learning process is a process that with created deliberately for interest students, to be happy and enthusiastic Study. Teachers try providing and use all Potential and Effort. To enlighten life nation, then enhancement quality education something very important thing for development sustainable in all aspect life man. System education national must always be developed in accordance with needs and developments that occur good at level local, national, and global (Mulyasa, 2006: 4).

Entering the era of globalization, the Indonesian nation always does development everywhere field life good material and spiritual development is included source power human, supporting one factors development or enhancement source Power man that is through education get priority main.

The learning process directed to participants educate capable develop potency himself. Development potency That requires

that education must oriented to participant educate. That is, participants educate must as seen medium organism develop and have potential, task education is develop potency That. In an attempt reach objective learning, there is a number of necessary components noticed. Component the among other purposes learning, material or teaching materials, learning strategies teaching, and evaluation or assessment (Rusman, 2011: 6). Component objective learning a describe the process and results expected learning achieved by participants educate in accordance with competence established basis. Component material or teaching materials load relevant facts, concepts, principles, and procedures in accordance with indicator objective learning.

Role of Educational Technology; Mandate of Law No.20 of 2013 concerning National Education System give explanation that education is business conscious and planned for realize atmosphere Study learning and the learning process for participants educate in a way active develop potency himself.

Its creation atmosphere conducive and enjoyable learning must supported with application of models, strategies, methods, and a pleasant environment for participant educate.

Education now following trends influenced by technology information, appropriate methods with development technology will interesting interest student in the learning process. Learning trends now use is technology information as part not inseparable in learning to encourage, motivate, and shape discussion in a way open with participant education (Amrullah et.al, Adhitya, 2019).

Successful curriculum If method used to student with using project-based learning. Inner teacher mater This No only as provider, but also helpful student for reach objective learning.

System effective and efficient learning must be supported with planning device learning with teaching materials, media, and techniques quality learning. The learning process is carried out with the use method traditional for the present. This naturally is not efficient and effective

enough. So, from that role education with based digital technology in the learning process become important. Entire component learning described above naturally can held If supported with facilities and infrastructure adequate facilities. A educator can design teaching materials, using strategies and methods the best must involve technology education. Without touch educational digital technology, hope for create Susana creative and innovative learning as well as pleasant in the learning process no will can achieved with good.

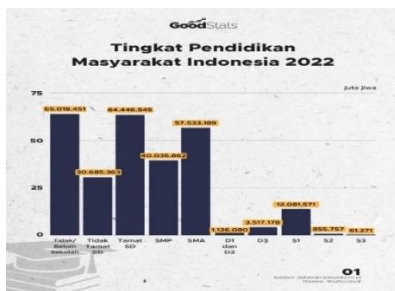
Several role technologies very prominent and possessing education meaning deep in learning in the era of revolution industry this is:

(1) Designing room class traditional and passive become room active and interactive classroom, with audio - visual, graphics and models, space class smart and e-learning space that can motivate and improve level attention in learning student. (2) Learning with digital technology from an institution of education. Participant educate served content learning with designed programs professionally using computers, video, and multimedia. (3) Design and organize

content systematic learning, educator capable provide material integrated structure with good for the participants educate so that save Lots Of time those who can utilized For Work creativity and improvement quality. (4) Deep digital technology education gives color and contributes in increase quality of the learning process so that achievements results learn it more Effective and process oriented. Existence tool auxiliary, multimedia, such as Televisions, Radios, VCRS, Computers and LCD projectors and others have as enrich well as facilitate effective knowledge for student. 5). Implementation digital technology in Education viz for increase method teach with give programmed teaching materials with good digital- based such as multimedia- based e-books, audiovisual, video, animated audio, and others. 6). Study education in the field of research processes, endeavoring for open findings new in teaching class which allow appearance various form innovation learning. 7). Deep digital technology education provider practice learning form approaches, models, strategies, methods, techniques and learning media the latest one is helpful for teach

in accordance with need. 8). Application digital technology in education give base scientific for education through theories learning, intelligence double, style learning is possible served various need student participant educate optimally.

Because of that application digital technology in education is required in every aspect of the learning process. Deep digital technology education served all objectives for modern learning. Current education this no can walk with Good without help learning in the field digital technology. Innovation technology in the field of education has brought up creativity in the learning process. This matter no only maintains structure but also improves knowledge of the student in the learning process.



**Figure 1 Data on the Education Level of Indonesian People in 2022**

Source: <https://goodstats.id/infographic/angkat-pendidikan-community-indonesia-pSqsI>

Refer from the Director General's data Dukcapil In 2022.

Indonesia's population will be 275.36 million soles in 2022 (June). From the amount that, it turns out only 6.41% had it education until college tall. In detail, D1 and D2 are 0.41%, D3 is 1.28%, S1 is 4.39%, S2 is 0.31%, and only 0.02% of the population has enjoy education doctoral level.

Overview of the above phenomenon shows exists something condition seen from side education Enough adequate, just existing facilities and infrastructure There is not enough well maintained so it is really needed renovation buildings and lack thereof completeness facility like facility computers and power teacher in the field computers for students at SMPN 04 Cipayung Village - Bekasi.

Survey mention There are Three sector experience problem among them: 1). Facilities and infrastructure computers are lacking adequate will result in a lack of computer education. 2). Lack of power teacher in the field computer. 3). Lack of training in the field of technology, among them computer-based Microsoft Word, PPT and Microsoft Excel.

Survey This carried out on 01 February - 01 March 2023 with use method interview with non-probability

sampling. Based on description background behind problem above, then seen Enough important team devotion Pelita Bangsa University community interested stage activity devotion to public with title:

**Educational Transformation Through Literacy Holistic with Apply Innovation Digital Technology at SMPN 04 Cipayung Village - Bekasi.**

**IMPLEMENTATION METHOD**

In devotion to community in Cipayung Village Subdistrict East Cikarang, with There are 4 methods used, including:

1. Observation Method

The observation method is a method of data collection carried out for observe and review in a way carefully and directly on location study know for conditions that occur Then used for proving truth from design ongoing research done. Observation method This also interpreted as for observing and taking notes in a way systematic indications that appear on the subject study. Observation technique observation and recording in a way systematic This

done to an active and reacting subject to object.

2. Interview Method

The interview method is one of the most tools used for collecting research data qualitative, interviews possible researcher collects diverse data from respondents in various situation and context (Sarosa, 2017). Interview is something technique data collection through a questioning process answer ongoing verbal One direction, meaning question come from interviewing party and answers given by the interviewee for obtain information and strengthen confidence in study.

3. Training Method

Training methods that is accuracy method delivery used during training That taking place. Training that doesn't regardless of development ability, measurement clear goals, and change attitude can applied with several choice method in accordance with environment training (Wagonhurst, 2002).

4. Extension Method

Something activity educate something to individual or group,

giving knowledge, information, and various ability to do so form attitudes and behavior life as it should be.

## RESULTS AND DISCUSSION

Service team composed society from Pelita University lecturers and students' nation stage training computer-based Microsoft Excel and its importance studying the initiated internet with objective main for increase competence student in using the Microsoft Excel program and methods access internet. In the era of information and technology moment this, skill This will give student superiority in do task schools, organizing data, as well serve information with effective and professional. After carrying out Training in a way theory nor practice, participants SMPN 04 students get knowledge addition in increase competence student including: 1). Student capable of doing task with based Microsoft Excel. 2). Increase ability Study student. 3). Add information for student use digital technology as means supporter for look for more information wide 4). Student

capable apply innovation digital technology.



**Figure 2 Training at SMPN 04 Cipayung Village**

Pelita University students and lecturer nation give Microsoft Excel training to students of SMPN 04 Cipayung Village subdistrict East Cikarang, Bekasi district.



**Figure 3 Pelita University students and lecturers' nation give training in access the internet to students of SMPN 04 Cipayung Village subdistrict East Cikarang, Bekasi district**

Training about digital technology and Microsoft given by UPB students: (1) Give Microsoft Excel training aims to make students capable in doing tasks with based Microsoft Excel. (2) Give training in access the internet for students can



increase ability Study students on the internet which is more updated (3) Add information for students using digital technology as a means supporter for look for more information wide. (4) Increase digital skills mastery technology information among student at SMPN 04 Cikarang Timur.

Assistance teaching in the Education unit is something activity learning carried out by some Collaborating Pelita Bangsa University students and lecturers together with teachers/ facilitators in formal education sector. Formally assistance teach includes School Education Intermediate First (SMPN 04) East Cikarang.

Support from Hj. Ajan as Village Head and Mrs. Hj. Entin as The Village Secretary gave it facility for smoothness every activity. Community involvement, teachers, and facilitators village in help educational activities viz Educational Transformation through literacy holistic with apply innovation digital technology.

## **CONCLUSIONS**

### **Conclusion**

Pelita Bangsa University lecturer and student team in carry out

devotion to society focused on Educational Transformation through literacy holistic with apply innovation Cipayung Village digital technology. Subdistrict East Cikarang. Bekasi Regency obtained results as following: (1) Student capable of doing task with based Microsoft Excel, (2) Student can increase ability Study students on the internet are more updated, (3) Add information for students in use digital technology as means supporter for look for more information wide, (4) Increase digital skills mastery technology information among student at SMPN 04 Cikarang Timur.

### **Suggestion**

For SMPN 04 Cikarang Timur. Expected can increase learning nor training digital technology by the teacher/ facilitator as well as facility enough computer adequate and manageable with Good.

For the community and Stakeholders of Cipayung Village. It is hoped that the community and stakeholder's village Cipayung for cooperation between school with more community improved Again in give motivation and facilities education

digital technology to SMPN 04 students.

Wagonhurst, (2002). In his book develop training model skills work (Skill training for the job) national.

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