

Promoting Digital Literacy for the Prevention of Risk Behavior in Social Media for Adolescents

Sugeng, Annisa Fitria, Adi Nur Rohman

sugeng@dsn.ubharajaya.ac.id

Fakultas Hukum
Universitas Bhayangkara Jakarta Raya
Jl. Raya Perjuangan Marga Mulya, Bekasi Utara

Abstract

This article examines the internet and social media which are increasingly used by the public, especially among teenagers. Through digital technology, people are constantly connected to each other. Along with the rise of various risky behaviors and crimes that use information technology, both as a means and a target. Based on doctrinal studies, the results show that regulations related to information technology and the internet have not yet reached digital platform providers in creating a secure digital space. Sanctions and penalties for law violations and crimes are only intended for social media users. Efforts to create a safe and civilized digital space are carried out through policy breakthroughs, both at the ministry level and law enforcement agencies. The vulnerability of adolescents to threats in the digital space needs to be overcome with the support of the family as the smallest unit of society, through strengthening digital literacy. Digital skills are expected to improve youth's ability to use the internet and social media for productive and useful activities. Digital literacy policies for teenagers are not only the responsibility of the state, but also the community, educators, and families.

Keywords: adolescents, risky behavior, digital literacy, digital skills

Abstrak

Artikel ini membahas tentang internet dan media sosial yang semakin intens digunakan oleh masyarakat, khususnya di kalangan remaja. Melalui teknologi digital, masyarakat saling terhubung satu sama lain secara konstan, seiring dengan maraknya berbagai perilaku berisiko dan kejahatan yang menggunakan teknologi informasi, baik sebagai sarana maupun sasaran. Berdasarkan studi doktrinal, hasil penelitian menunjukkan regulasi yang berkaitan dengan teknologi informasi dan internet belum menjangkau perusahaan penyedia platform digital dalam menciptakan ruang digital yang aman. Ancaman sanksi terhadap pelanggaran hukum dan kejahatan lebih diarahkan pada pengguna media sosial. Upaya untuk menciptakan ruang digital yang aman

dan beradab dilakukan melalui terobosan kebijakan, baik di tingkat kementerian maupun lembaga penegak hukum. Kerentanan remaja terhadap ancaman di ruang digital perlu diatasi dengan dukungan keluarga sebagai unit terkecil masyarakat, melalui penguatan literasi digital. Kecakapan digital diharapkan dapat meningkatkan kemampuan remaja dalam memanfaatkan internet dan media sosial untuk kegiatan yang produktif dan bermanfaat.

Kata kunci: remaja, perilaku berisiko, literasi digital, kecakapan digital

Introduction

Massive development of telecommunications infrastructure in various regions has supported the ease of connectivity between citizens and access to information. Positive impacts in various fields accompany internet users who continue to grow. Until early 2022, there were 204.7 million internet users in Indonesia. The number of users increased by around 1.03 %, compared to 2021, which was 202.6 million. In the last five years, the growth of internet users has increased constantly and accelerated internet penetration in the community to 73.7% of the total population¹.

Through the development of digital infrastructure and network expansion, internet access costs are more affordable, and internet users are predicted to increase fantastically in the future. They enjoy interacting via *Facebook (Meta)*, *WhatsApp*, *YouTube*, *Twitter*, or *Instagram* and derive many benefits from it, such as strengthening social bonds and mutual understanding. On the other hand, teenagers' passion for social media can lead them to risky and dangerous behavior, not only for the perpetrators but also for society^{2,3,4}. In various cases, social media is used to blaspheme, judge, demean and demean dignity, and slander others. Inevitably, social media is also often identified with the dissemination of fake news or hoaxes.

Risky behavior does not only occur among teenagers in Indonesia. This practice has become a concern for mankind in the world, especially if it is associated with important events such as elections, presidential elections, or regional head elections. Electoral democracy in some countries is confounded by rhetoric that is not based on facts. Politicians often influence society through irrational arguments and playing with collective sentiments, which in turn divides the cohesiveness of citizens⁵. The

¹ <https://databoks.katadata.co.id/datapublish/2022/03/23/ada-2047-juta-pengguna-internet-di-indonesia-awal-2022>, accessed on April 12, 2020.

² Buda G, Lukoševičiūtė J, Šalčiūnaitė L, Šmigelskas K. "Possible Effects of Social Media Use on Adolescent Health Behaviors and Perceptions". *Psychological Reports*. No. 124-3, (2021): 1031-1048. doi:10.1177/0033294120922481.

³ Lael M Yonker, Shiyi Zan, BS, Christina V Scirica, MD, Kamal Jethwani, T Bernard Kinane. "Friending" Teens: Systematic Review of Social Media in Adolescent and Young Adult Health Care", *Journal of Medical Internet Research*, (Vol. 17, No. 1, 2015): 1-15.

⁴ Damon Centola, "Social Media and the Science of Health Behavior", *Circulation*, (Vol. 127, Issue 21, 2013): 2135-2144.

⁵ W. Akram, R.Kumar, "A Study on Positive and Negative Effects of Social Media on Society", *International Journal of Computer Sciences and Engineering*, (Vol. 5, Issue 10, 2017): 347-354.

issue of racial differences has become a daily staple in various media channels. Instead of being used to strengthen the role of civil society in responsible state governance, digital technology is often used to accelerate social segregation that undermines the integrity of the nation state.

When everything is digitally connected in the Internet of Things (IoT) the potential to bring benefits is often as great as the dangers that come with it. In this condition, information and communication technology (ICT) is not just a tool that makes our lives easier, but also has the potential to damage social order and civilization. In the digital age, we need to recognize that every click has serious legal and social implications. Each click can be a vote, approval, consumption, decision, expression of sympathy and antipathy, threat or forgiveness, concern or indifference. In this case, everyone needs to take a role in ensuring that digital technology is used as a means to strengthen responsible behavior.

The benefits of information technology for society are undeniable, as confirmed by several studies by experts, including in the field of education, for example, a study conducted by Yeboah and Eryilmaz. The use of information technology for education has an important role, especially for equal distribution of educational opportunities, improving the quality of education^{6,7}. The influence of information technology on society has become a focus of study in recent years. Hage and Powers shows information technology changes society by shaking its “institutional roots”, namely the most basic interpersonal life at work and in the family. The role of relationships which are the foundation of social order has changed as these relationships diminish, due to the intensive use of ICT. On the other hand, various social conflicts have emerged along with the deepening of internet penetration in society⁸.

In addition, studies of social media on adolescent behavior have also attracted the attention of several researchers. According to Rifqi Agianto, Anggi Setiawati, and Ricky Firmansyah, this change in lifestyle and ethics is not always positive because some users have negatively affected. These changes occur because of an urge from oneself to do something as a result of seeing content on social media. The negative impact of social media for adolescents is a crisis of self-confidence, competition for luxurious life and unwillingness to accept reality. Some of the negative behaviors that accompany the use of social media among teenagers are hate speech, taking and spreading other people’s work without mentioning the source, spreading hoax information and containing elements of ethnicity, race, religion, and intergroup, pornography and violence⁹.

⁶ Alex Kumi-Yeboah and Yanghyun Kim, “Exploring the Use of Digital Technologies from the Perspective of Diverse Learners in Online Learning Environments” *Online Learning Journal*, (Volume 24 Issue 4, December 2020): 42-61.

⁷ Selami Eryilmaz, Hayati Adalar, and Abdullah Icinak, “E-Learning as a Teaching Strategy Actively Used in FATH Project”, *European Journal of Educational Research*, (Volume 4, Issue 1): 38-47.

⁸ Jerald Hage & Charles H. Powers. *Post-Industrial Lives: Roles and Relationships in the 21st Century*. Newbury Park, California: SAGE Publications, 1992: 27.

⁹ Rifqi Agianto, Anggi Setiawati, dan Ricky Firmansyah, “Pengaruh Media Sosial Instagram

The influence of social media on risky behavior in adolescents is also shown through the research of Ilham Prisgunanto¹⁰, Erika Yohana Pakpahan, et. al¹¹. In this research, they show a significant and significant effect on the intensity of the use of social media and fanaticism on consumptive behavior. Social deviance is increasing in anomie societies, when there is no strong correlation between expectations of success and the opportunity to realize these expectations. Changes in communication technology can also cause anomie in adolescents. Some of the impacts of technology include creating a depressed and isolated situation in social reality.

Complementing the results of research that has been carried out by other studies, this article aims to examine the role of the family in increasing digital literacy among adolescents as an effort to prevent risky behavior and the negative impact of social media. After the description of the background of the problem, the next section is the research methodology to describe the research methods used and show the use of secondary data, both primary and secondary legal materials. The next part of the article is a discussion consisting of sub-sections to elaborate on the results of the literature review and analysis. Furthermore, the closing of the article is presented in the conclusions and suggestions section.

Research Methodology

Based on the description in the introduction, this research applies a normative juridical (doctrinal) method through a statutory approach and a conceptual approach. The research approaches are needed to review digital literacy regulations and policies and formulate appropriate policy concepts to increase awareness among adolescents about the importance of using the internet and social media safely and avoiding risky behavior.

The primary legal source used in this research is Law No. 19/2016 concerning Amendments to Law No. 11/2008 concerning Information and Electronic Transactions and Information Technology of the Republic of Indonesia No. 19/2014 concerning Handling Internet Sites with Negative Content.

Secondary legal sources are digital literacy policy documents issued by Communication and Information Technology, the Ministry of Education and Culture, and other related agencies, as well as research results in the form of books and relevant scientific articles. The primary legal source used in this research is Law No. 19/2016 concerning Amendments to Law No. 11/2008 concerning Information and Electronic Transactions. In doctrinal research, legal materials must be identified

Terhadap Gaya Hidup dan Etika Remaja”, *Jurnal Teknologi Informasi dan Komunikasi*, Vol. 7, No. 2, 2020: 130-139.

¹⁰ Ilham Prisgunanto, “Pengaruh Sosial Media Terhadap Tingkat Kepercayaan Bergaul Siswa”, *Jurnal Penelitian Komunikasi dan Opini Publik*, Vol. 19 No. 2, 2015: 101-112.

¹¹ Shalika Fajrin Triananda, Dinie Anggraeni Dewi, Yayang Furi Furnamasari, “Peranan Media Sosial Terhadap Gaya Hidup Remaja”, *Jurnal Pendidikan Tambusai*, Vol. 5 No. 3, 2021: 9106-9110.

and understood in order to analyze the legal issues discussed. The results of the analysis are useful for making policy recommendations.

Discussion

1. Conceptualization of Law and Information Technology

As most scientific works, the study of law and technology requires an adequate theoretical basis to clarify some of the concepts needed in analyzing the legal and social phenomena of the use of technology in society. Legal theory is useful for solving basic legal problems¹². Therefore, a legal theory cannot be separated from the environment in which the theory was born to answer the legal problems faced¹³.

Reflection on the impact of information and communication technology, internet, digital technology, social media, and various e-commerce applications on people's behavior also requires an appropriate conceptual framework. Mochtar Kusumaatmadja's thoughts on law as a means of community renewal are still relevant as a basis for understanding to analyze phenomena social media on adolescent behavior. According to Kusumaatmadja, the law is to maintain and maintain what has been achieved, through order in society¹⁴. This function is an essential factor when people are faced with digital technology, which not only provides convenience for human life, but is also a threat to the existence of the existing social order. Various regulations that exist today feel far behind compared to the progress of ICT and changes in people's social behavior.

The substance of the legal theory of development is the concept of law as a means of renewal and can lead to people's lives towards the goal of state life. This concept is based on the idea that order and order in society is the main requirement for national development. In addition, the law also functions as an instrument to direct people's lives towards the desired goal. In accordance with the current condition of society, the presence of a law that accommodates and facilitates the 4-C convergence is urgently needed. In its implementation, a strong authority is also needed to supervise and enforce the law in this field.

Until 1998, the Information and Communication Technology (ICT) sector was the domain of the central government. The rationale is that ICT controls people's lives, so it needs to be controlled by the state for the realization of national development goals. The era of monopoly by the central government through the telecommunications operating body ended in 1999, along with the issuance of Law

¹² Sudikno Mertokusumo, *Teori Hukum*, Edisi Revisi, Yogyakarta: Penerbit Cahaya Atma Pustaka, 2012: 3.

¹³ Aaron Rappaport, "Justifying Jurisprudence: Reflections on The Purpose and Method of Legal Theory", *Mississippi Law Journal*, (Vol. 73, 2004): 572.

¹⁴ M. Zulfa Aulia, "Hukum Pembangunan dari Mochtar Kusumaatmadja: Mengarahkan Pembangunan atau Mengabdikan pada Pembangunan?", *Undang: Jurnal Hukum*, (Vol. 1, No. 2, 2018): 364-392.

no. 36 of 1999 on Telecommunications (the Telecommunications Law, which came into force in 2000. In practical terms, the Telecommunications Law establishes guidelines for industry reform, including industrial liberalization, and facilitation of private telecommunications companies, as well as increasing transparency and fair competition¹⁵.

The enactment of the Telecommunications Law has had a broad impact on the government's ICT policy. The full control and monopolistic practice previously applied by the telecommunications operator boards (Telkom and Indosat) ended. The private sector plays a role in providing ICT infrastructure and services to the community, regardless of social conditions and geographic location. The government establishes a universal service obligation (USO) policy. This aspect is based on the idea that every party in a country has the right to get access to information. Initially, USO's obligations were stated in the Telecommunications Law, which required operators of telecommunications networks and services to contribute to the implementation of USO¹⁶.

USO obligations are also adopted in developed countries. The United States, for example, adopted USO in the Telecommunications Act of 1996, to ensure access for the public to high-speed internet access, at fair, reasonable, and affordable prices¹⁷. Currently, community activities cannot be separated from information technology that is connected to various other devices, and forms a convergence which includes Communication, Computing, Content, and Community (4C). This convergence forms a synergistic combination of data, voice, image, and video services that can be processed, stored, and shared over the same network. This integration provides convenience compared to previous technologies that work over separate networks. 4C convergence allows complex communications to be carried out efficiently and quickly because they use the same resource¹⁸. According to several sources, convergence is defined as¹⁹:

- a) Progressive integration of the value chains of the information and content industries into a single market and value chain based on the use of distributed digital technology;
- b) Progressive integration of different network platforms to deliver similar kinds of services and/or different services delivered over the same network platform.

¹⁵ Widiyanto, *Kajian Kebijakan Teknologi Informasi dan Komunikasi*, Jakarta: ICJR, 2015: 9.

¹⁶ Article 16 of the Telecommunications Law.

¹⁷ Federal Communication Commission, "Universal Services".

¹⁸ Francois Nel and Oscar Westlund, "Managing New(s) Conversations: The Role of Social Media in News Provision and Participation", *Handbook of Social Media Management, Media Business and Innovation*, Berlin: Springer, 2013: 180-181.

¹⁹ Violeta Sima, Ileana Georgiana Gheorghe, Jonel Subi'c, and Dumitru Nancu, "Influences of the Industry 4.0 Revolution on the Human Capital Development and Consumer Behavior: A Systematic Review", *Sustainability*, (Vol. 12, 2020): 1-28.

The importance of mastering ICT in people's lives, so that skills in technology become new literacy in the guidelines for preparing higher education to equip students with the skills needed in the digital industrial era (industry 4.0). These skills include²⁰:

- a) Data literacy, namely the ability to read, analyze, use data and information (big data) in the digital world;
- b) Technological literacy, namely the ability to understand how machines work, technology applications (coding, artificial intelligence, and engineering principles);
- c) Human literacy, namely the ability to understand humanities, communication, and design; and;
- d) Understanding of the signs of the industrial revolution 4.0.

The 4C convergence provides a wide potential to be utilized in improving people's welfare. However, in order to deal with the adverse effects of this technology, it is necessary to formulate a comprehensive and holistic arrangement. In the history of civilization, there has always been a paradox, namely on the one hand technology provides benefits, but on the other hand technology also presents threats and challenges to people's lives. Agile regulations and policies are needed not only to overcome the adverse effects of technology, but also to direct it to become a new enabler for economic growth, bureaucratic efficiency, social cohesiveness, and accelerated education through digital transformation. In the optics of development law theory, law is a means of community renewal²¹.

Figure 1: What Happens in 1 Minute on the Internet?



Sumber: <https://ec.europa.eu/>

²⁰ Paristiyanti Nurwardani, Panduan Penyusunan Kurikulum Pendidikan Tinggi di Era Industri 4.0, (Jakarta: Direktorat Jenderal Pembelajaran dan Kemahasiswaan Kementerian Riset, Teknologi dan Pendidikan Tinggi, 2019): 22.

²¹ Mochtar Kusumaatmadja, Konsep-Konsep Hukum dalam Pembangunan, Bandung: Penerbit Alumni, 2006: 17.

Recently, mankind is in a digital era where all people and all things are connected to each other endlessly, as shown in figure 1. The picture clearly shows the behavior of everyday people. Almost without a break, every minute there are 695,000 shared via *Instagram*, there are 1.4 million users surfing on *Facebook*, 500 hours of content uploaded on *YouTube*, 200,000 users' tweets on *Twitter*, 5,000 *TikTok* content downloaded, and USD 1.6 billion people spend through e-commerce. If the growth of internet and social media users is growing steadily, then the statistics outlined above will spike in the not too distant future.

Information systems embody a different form of world apart from the real world, which is often referred to as the virtual world and disrupts conventional systems. In the transaction system, which originally used physical means, such as payments in currency and demand deposits. Currently, payment methods use wireless devices such as credit cards, debit cards, ATM cards, digital payment devices. Information and communication technology has also created an E-Commerce system that is integrated with electronic payment systems. This system uses several payment systems, namely, online credit cards, digital wallets, stored values, digital accumulating balances, and wireless payments.

The internet is a technological innovation of this century that is growing very fast. No Like any other technology, the role of the internet is crucial, enabling us to to search for, receive and share unlimited information and ideas, and promote economic development and development, and contribute to the progress of mankind as a whole. As a technology, the internet has helped a lot in daily activities, changed the way we work, studying, shopping, communicating, and various other activities. One of the breakthroughs of internet technology is the presence of social media, which is an application that allows people to connect one with others and share information with each other.

The main challenge of modern society today is the use of the internet and digital media, which not only provide benefits for users, but also open up opportunities for various problems. The lack of digital skills in the use of hardware and software has led to suboptimal use of digital media. Weak digital culture can lead to violations of citizens' digital rights. Low digital ethics has the opportunity to create an unpleasant digital space because there is a lot of negative content. Meanwhile, the vulnerability of digital security has the potential to leak personal data and digital fraud.

This article is intended to emphasize that the negative impacts of information technology can be overcome, even without the presence of adequate regulations. Instead, teenagers should be introduced to various digital technology devices to maximize their potential development. Regulatory weaknesses and legal vacuums can be offset by appropriate policy breakthroughs, as well as educator assistance and family support. In addition, public support for digital literacy also needs to be strengthened simultaneously at various levels of education

2. Developments and Categories of Social Media

Social media is an online media that allows users to easily connect, participate, share, and create content including blogs, social networks, wikis, forums, and virtual worlds²². Some of these types of social media are the most common forms used by people in the world²³. Andreas Kaplan and Michael Haenlin define social media as a group of internet-based applications that build on ideological and technological foundations, and enable the creation and exchange of user-generated content²⁴.

Along with the development of the internet and mobile phones, social media is also growing rapidly. All social media applications can be accessed easily via smartphones, and replace the role of conventional media²⁵. In summary, the development of social media can be illustrated in table 1.

Table 1. A Brief History of Social Media

Year	Description
1978	Early invention of the bulletin board system that made it possible to connect with others using electronic mail, or upload software.
1995	The birth of the GeoCities site, which serves Web Hosting, which is a rental service for storing website data so that it can be accessed from anywhere. The emergence of GeoCities became a milestone for the establishment of other websites.
1997	The birth of the first social networking site, namely: sixdegree.co, which is considered better than the site classmates.com, which has existed two years earlier.
1999	The Blogger site appears, a site that allows you to create a personal blog.
2002	The establishment of the Friendster site, which became a phenomenal social networking site.
2003	Linkedin appears, a site that can be used as a social network and develop a career and business. This year also appeared MySpace.
2004	This year appeared Facebook, which is the most famous social networking site to date.
2005	A year after the founding of Facebook, Twitter emerged which is also popular among social media users.

²² Mulugeta Deribe Damota, "The Effect of Social Media on Society", *New Media and Mass Communication*, (Vol.78, 2019): 7-11.

²³ Daniel Miller, et. Al., *How the World Changed Social Media*, London: UCL Press, 2016: 1

²⁴ Andreas Kaplan and Michael Haenlin, "Users of the World Unite! The Challenges and Opportunities of Social Media", *Bussiness*, (Vol. 53, No. 1, 2015): 59-68.

²⁵ Hadiza Wada, "Professional versus Social Media: News Credibility and Impact", *RAIS Conference Proceedings*, (November 19-20, 2018): 252-256.

2009	Appears Whatsapp Messenger, which is an easy-to-use messaging service capable of sending messages in the form of text, images, videos, and songs.
2011	The birth of Google+, which is Google's social networking site.

Source: processed from various literatures.

As shown in table 1 above, in a short period of time various social media have emerged that are competing with each other to attract users all over the world. The lack of one social media will be the basis for the development of the next born social media. In general, social media has the characteristics, a) The message is conveyed not only to one user, but also to various users simultaneously b) Messages are sent freely, without going through a Gate Keeper, c) messages sent tend to be faster than other media, and d) message recipients can determine the interaction time.

Based on media theory, Kaplan and Haenlein classify social media into several categories, namely:²⁶

a) *Collaborative Project*

Websites that allow users to change, add, or remove content on this website, for example, *Wikipedia*.

b) *Blogs and Microblogs*

This social media user can create content and express something, or criticize public policies that affect the public interest, for example, *Twitter*.

c) *Content*

These social media users can share media content with each other, such as videos, e-books, pictures, and others, for example, *YouTube*.

d) *Social Networking Sites*

This application allows users to connect with each other by creating personal information, for example, *Facebook*.

e) *Virtual Game World (VGW)*

The virtual world allows users to live in real life in cyberspace. Just like Virtual Social World (VSW), which allows users to interact with each other, but VSW provides more freedom and activities that can be carried out are more directly related to human life in general, for example, *Second Life*.

The interest of social media users in Indonesia is constantly increasing in all categories of social media. As can be traced from the data of *HootSuite (We Are Social)*, it periodically examines users of *Instagram, Twitter, Facebook, Youtube, Pinterest, Whatsapp, Facebook Messenger, Line, Wechat (Weixin), QQ, Qzone, Tiktok, Sina Weibo, Reddit, Douban, Baidu Tieba, Skype, Snapchat, Viber, Linkedin* and more. Based on the 2022 statistics, the total population of Indonesia are 274.9 million people. Of the total

²⁶ Andreas M. Kaplan and Michael Haenlein, "Users of the world, unite! The challenges and opportunities of Social Media", *Business Horizons*, (2010) 53: 59-68.

population, around 202.6 (73.7%) are internet users, and there are 170 million (61.8%) active social media users. Some of the most used social media in sequence, namely: Youtube followed by 159.5 million users (93.8%); Whatsapp (149.1 million/87.7%); Instagram (147.2 million/86.6%); and Facebook (145.3 million/85.5 %) ²⁷.

3. Adolescents and Risky Behaviors in the Digital Age

Demographic data shows that adolescents have a large proportion of the population compared to the proportion of other age groups. With a proportion of more than a quarter of the world's population, youth are agents of change and can contribute to development ²⁸.

The government also recognizes the important role of youth as agents of change. This can be seen from the adoption of the recommendations of the Global Youth Forum, which was held in Bali, in 2012. The forum recommended the vision of young people around the world for their future, including Health, Education, work, family, youth rights, participation, and welfare ²⁹.

In the context of public health, basically, adolescents are the healthiest population group compared to other population groups, such as children under five years old (toddlers), mothers who have children under five (maternal), and elderly people (elderly). However, adolescents are a population group that is vulnerable to various risky behaviors that can damage physical and mental health ³⁰. This condition is because adolescence is a transition period, between children and adults, from school age to working age, as well as entering reproductive age ³¹.

Risky behavior related to health even tends to continue until teenagers grow up, if they don't get serious attention. In his research, Viner shows that someone who engages in risky behavior as a teenager will have a higher tendency to drop out of school, commit crime, become addicted to alcohol, and become unemployed. Failure to maintain the health and social conditions of adolescents needs to be prevented by investing in these groups ³². Although problems related to adolescents are not new, the development of the digital era has a major influence on adolescent problems,

²⁷ <https://wearesocial.com/uk/blog/2021/01/digital-2021-the-latest-insights-into-the-state-of-digital/>, accessed on 17 April 2022.

²⁸ Sawyer SM, Afifi RA, Bearinger LH, Blakemore SJ, Dick B, Ezech AC, Patton GC. "Adolescence: a foundation for future health". *Lancet*. 2012 Apr 28;379(9826):1630-40. doi: 10.1016/S0140-6736(12)60072-5. Epub 2012 Apr 25. PMID: 22538178.

²⁹ United Nation, Bali Global Youth Forum Declaration, International Conference on Population and Development Beyond 2014, Bali: 2012.

³⁰ Sales, Jessica M. and C Irwinjr. "A Biopsychosocial Perspective of Adolescent Health and Disease." (2013), <https://www.semanticscholar.org/paper/A-Biopsychosocial-Perspective-of-Adolescent-Health-Sales-Irwinjr/97a3e8cb281eb1d3bf8bef170fadf94931128be8>.

³¹ Johnson, M. K., Crosnoe, R., & Elder, G. H., Jr (2011). Insights on Adolescence from A Life Course Perspective. *Journal of research on adolescence: the official journal of the Society for Research on Adolescence*, 21(1), 273–280. <https://doi.org/10.1111/j.1532-7795.2010.00728.x>.

³² Salam, R. A., Das, J. K., Lassi, Z. S., & Bhutta, Z. A. (2016). Adolescent Health Interventions: Conclusions, Evidence Gaps, and Research Priorities. *The Journal of adolescent health : official publication of the Society for Adolescent Medicine*, 59(4S), S88–S92. <https://doi.org/10.1016/j.jadohealth.2016.05>.

including those related to their sexuality and risky behavior.

Ease of access to information as a result of the digital era has also influenced changes in the mindset and attitude of teenagers towards a problem. The internet and social media in the digital era are very synonymous with the lives of today's teenagers. Based on the type of negative content accessed by teenagers, including issues related to alcohol, pornography, LGBT, and bullying, and premarital sex³³. Teenagers' behavior in accessing pornographic content is usually influenced by their peers. Attention to the massive issue of pornography in the digital era needs to be increased, because of its negative impact on the younger generation. A study shows that teenagers who read or watch pornography have a high tendency to have premarital sex³⁴.

In another study also found that teenagers who have visited sites that display pornographic content have a higher tendency to engage in high-risk sexual behavior, such as having more than one sexual partner, and consuming alcohol and drugs during sex³⁵. In another study also found that teenagers who have visited sites that display pornographic content have a higher tendency to engage in high-risk sexual behavior, such as having more than one sexual partner, and consuming alcohol and drugs during sex. discuss the issue of pornography with their parents and siblings, and discuss the issue more with their peers. Teenagers more often access media that presents pornographic information from social media (50.4%), the internet (38.7%), or television (34.7%)³⁶. In fact, the role of the family is very important to fortify teenagers from the dangers of addiction to access pornographic content from digital media.

Risk behavior of teenagers also occurs in social life. This appears in the form of juvenile acquaintances such as bullying others (or being a victim of bullying) and teenagers being involved in brawls. However, there are not many data related to the tendency of representative bullying behavior. Some of them are, the Global School Health Survey (GSHS) from the Ministry of Health and the Violence Against Children Survey in Indonesia from the Ministry of Health Social. Bullying is an increasingly common problem among teenagers, even among younger age groups. Bullying is often carried out by older brothers and sisters in class. In addition, there is also a friend who bullies the youth of his age.

Bullying behavior among adolescents is influenced by the high exposure to violent behavior received either through social media, the family environment, or peers, so that children have the potential to become more aggressive, brave, like to

³³ Zainal Fatoni, dkk, *Remaja dan Perilaku Berisiko di Era Digital*, Jakarta: LIPI, 2020: 32.

³⁴ Manaf, M. R. A., Tahir, M. M., Sidi, H., Midin, M., Jaafar, N. R. N., Das, S., & Malek, A. M. A. (2014). Pre-marital sex and its predicting factors among.

³⁵ Braun-Courville, D. K., & Rojas, M, "Exposure to sexually explicit web sites and adolescent sexual attitudes and behaviors", *Journal of Adolescent Health*, (Vol. 45, 2, 2009)): 156–162.

³⁶ Yulina Eva Riany and Belinda Handayani, "Peer Attachment, Fathering, Social Media Use and Perception of Premarital Sexual Attitude among Teenagers", *Journal of Family Sciences*, (Vol. 05, No.02, 2020): 121-137.

fight, and seek social support to bully their peers or schoolmates. who are considered weaker and easier to oppress³⁷. Adolescent victims of bullying tend to experience symptoms of somatization higher than other adolescents, and can even cause fear of going to school, so that they are ostracized by their friends. This has an impact on the development of youth potential in the future.

Several studies on bullying among adolescents took place in many countries. A report released by Unesco in October 2018 based on the Global School-based Student Healthy Survey (GSHS), which involved 144 countries revealed that around 16.1% of children have been victims of physical bullying³⁸. Another study, the Student Report of Bullying released by the United States Department of Education in 2016 showed that about 20.8% of American students had been victims of bullying³⁹. Then, the Indonesian Child Protection Commission (KPAI) noted that within a period of nine years (2011-2019), there were 37,381 complaints of violence against children. For bullying, both at school and on social media, there were 2,473 reports⁴⁰.

Although bullying and cyberbullying are often similar in form and technique, they have some differences. Unlike traditional bullying, cyber bullying allows the perpetrator to hide his identity behind a computer. This anonymity makes it easier for perpetrators to attack victims without having to look at the victim's physical response. The influence of distance that electronic technology devices have on encouraging bullies to say and do things that are more cruel than what happens in traditional face-to-face bullying situations⁴¹.

Currently, the study of cyberbullying is often associated with incivility and cyber incivility, as well as a special study between cyber incivility and online disinhibition. According to Yurtkoru, cyberbullying is a form of impoliteness that is manifested in the area of technology and an instigator publishes rumors, misleading information, humiliates the victim, and spreads gossip⁴². Incivility is also present in cyberspace in a general context with the term cyber incivility which is defined as uncivilized behavior and comments that are manifested through information and communication technology, such as electronic mail and text messages⁴³.

Cyberbullying is a type of bullying that is carried out through electronic media. Bullies can use e-mail, text messages, and pictures that are accessed from

³⁷ Rahmi Susanti, et. All., "Mapping School Bullying pada Anak di Kota Samarinda dengan EPI MAP", *JPH Recode*, Vol. 1, Issue 2, 2018: 90.

³⁸ Ihsana Sabriani Borualongo dan Erlan Gumilang, "Kasus Perundungan Anak di Jawa Barat: Temuan Awal Children's World Srvey di Indonesia: *Jurnal Ilmiah Psikologi*, Vol. 6, No. 1, 2019:15.

³⁹ *Ibid*:16.

⁴⁰ Tim KPAI, "Sejumlah Kasus Bullying Sudah Warnai Catatan Masalah Anak di Awal 2020, <https://www.kpai.go.id/publikasi/sejumlah-kasus-bullying-sudah-warnai-catatan-masalah-anak-di-awal-2020-begini-kata-komisioner-kpai>, accessed on April 17, 2022.

⁴¹ Richard Donegan, "Bullying and Cyberbullying: History, Statistic, Law, Prevention and Analysis", *The Elon Journal of Undergraduate Research in Communications*, Vol. 3, No. 1, 2012: 33-34.

⁴² E. Serra Yurtkoru dan Guler Islamoglu, "Incivility in Dital era: A Studi on Cyberbullying", *The European Proceeding of Social & Behavioral Science: 14th ISMC and 8th ICTIBM*, 2018: 60.

⁴³ Young Ah Park, et. Al., "Daily Cyber Incivility and Distress: The Moderating Roles of Resources at Work and Home", *Journal of Management*, Vol. 44, 2018: 2535.

mobile phones or computers. Web pages, blogs, chat room applications, or social networking sites, such as Twitter and Facebook. Besides that, cyberbullying is also known as cyber-harassment, especially when it involves adults. Price and Dalgesih stated that the most common forms of cyberbullying were called names (negative names), abusive comments, rumors spread, threatened physical harm, ignored or excluded, opinion slammed, online impersonation, sent using image, and image of victim spread⁴⁴.

4. Right to Digital Security

Various facilities are available to ensure every citizen is connected to the internet. Behind this convenience, there is a concern faced by users, namely a sense of security in cyberspace. Safe from hacking threats, acts of bullying, sexual violence, to surveillance. This concern is quite reasonable, considering the various cyber incidents that attack internet users in Indonesia. Microsoft report entitled: Digital Civility Index (DCI) 2020, placing Indonesia as a country with a high level of digital courtesy is at 29th out of 32 countries, as well as at the lowest position in the Southeast Asia Region⁴⁵.

The rise of cases of child abuse today, has prompted Facebook to prepare new technology for prevention. Popo-up messages are one of the features that appear to people who are searching for information containing sexual abuse of children. Not only that, another warning also appears when someone shares child abuse content that is going viral with a more explicit message, that the content violates Facebook rules and there are legal consequences if the content is shared^{46,47}.

The decisive action was exemplified by the Philippine government which issued court orders to 47 internet service providers (ISPs) who failed to block child pornography content. Under the Republic Act 9775 (Anti Child Pornography Act of 2009), ISPs are obliged to notify the Philippine Police (PNP) and National Bureau of Investigation (NBI) within a week of obtaining facts regarding any form of child pornography on their servers⁴⁸. It's hard to get over the worry of letting a child access their child or social media without being supervised by their parents. One of the reasons is because there is no guarantee of the security of information and content

⁴⁴ Price dan Dalgesih, dalam Aida Zahrotunnisa, dan Udi Rosida Hijrianti, *Online Disinhibition Effect dan Perilaku Cyberbullying*, Prosiding Seminar Nasional dan Call Paper, Psikologi Pendidikan, 2019: 94.

⁴⁵ <https://news.microsoft.com/id-id/2021/02/11/microsoft-study-reveals-improvement-in-digital-civility-across-asia-pacific-during-pandemic/>, accessed on 17 April 2022.

⁴⁶ <https://www.engadget.com/facebook-child-exploitation-tools-185820944.html>, accessed on 17 April 2022.

⁴⁷ Chad M.S. Steel, Emily Newmana, Suzanne O'Rourke, and Ethel Quaylea, "Technical Behaviors of Child Sexual Exploitation Material Offenders", *Journal of Digital Forensics, Security and Law*, (Vol. 17, 2022):1-15.

⁴⁸ Rappler, "NTC asks 47 internet providers to explain failure to block child porn", <https://www.rappler.com/nation/ntc-asks-internet-service-providers-explain-failure-block-child-pornography/>, accessed on 17 April 2022.

available on the internet. Currently, Australia is formulating the Online Safety Bill 2021, which contains six main themes, namely:⁴⁹

- a) Cyberbullying schemes, to remove material that is harmful to children;
- b) Adult abuse schemes of cyberspace, to remove material that is harmful to adults;
- c) Image-based abuse schemes, to destroy intimate images that are shared without consent;
- d) Basic online security expectations for the Electronic Security Committee (*E-safety Commissioner*), to hold service providers accountable;
- e) Online content schemes to remove harmful material with take down authority; and
- f) Violent material blocking schemes, to block sites that publish such material.

Not only in the Philippines and Australia, India is also currently preparing regulations, namely, Intermediary Guidelines and Digital Media Ethics, which require social media companies to remove controversial content for no more than 36 hours, and specifically for pornographic content, only 24 hours are allowed⁵⁰. In line with the efforts made by the Philippines, Australia and India, Russia has amended the Law on Personal Data No. 152-FZ, at the end of December 2020, which became effective on March 1, 2021. So far Russia has taken firm action against infringing platform providers, such as Twitter, Inc., which was found guilty by the Russian Communications Regulatory Agency (Roskomadzor), for failing to remove 2,862 uploads containing suicidal, pornographic and drug material since 2017 with a fine of 4 million rubles⁵¹.

Globally, the digital realm is like a realm that is difficult to reach by law. Not only media law, but also tax law, technology, and business competition. This causes serious problems in the national communication and information landscape. Global digital giants derive huge economic surpluses from social media users, without being responsible for the impacts on a national scale, without contributing significantly to the formation of a civilized public sphere.

For Indonesian context, currently, Indonesia has an Electronic Information and Transaction Law (UU ITE), so far the Act has not reached social media companies that allow their platforms to be filled with harmful negative content. Criminal acts regulated in the ITE Law are regulated in nine articles, namely Articles 27 to 35. In these nine articles, 17 forms of criminal acts are formulated. All sanctions against

⁴⁹ Online Safety Bill 2021 No. 2021, A Bill for an Act relating to online safety for Australians, and for other purposes.

⁵⁰ Ministry of Electronic and Information Technology, Intermediary Guidelines and Digital Media Ethics, Government of India, Govt Notifies IT Rules, 2021.

⁵¹ Reuters, "Russia accuses Twitter of breaking law by failing to delete content", <https://www.reuters.com/article/us-russia-twitter-idUSKCN2AT1R7>, accessed 17 April 2022.

negative content are intended for users only. At a time when people's digital literacy is still low, the news of social media users being punished for violating the ITE Law becomes endless daily news, which is generally ensnared with article 27 paragraph (1), concerning the prohibition of distributing, transmitting, or making accessible electronic information or electronic documents in the form of content that violates decency.

In recent years, this issue has been provided for through various regulations and letters issued by the Ministry of Communication and Information, as well as the Ministry of Law and Human Rights. These regulations and policies seek to comprehensively accommodate the operationally required arrangements for platform provider companies in providing services, applications, and digital content; licensing and legal status of digital platform companies; protection of internet users' personal data; the responsibility of the e-commerce site service provider company and its users; procedures for administering digital systems; and mechanisms for closing problematic content and copyright infringement in the digital realm.

As a first step, regulations and policies at the ministry level need to be appreciated. However, in several respects, these arrangements need to be increased to the level of the law to produce a more comprehensive, legitimized regulatory formulation accompanied by stricter sanctions. Several regulations and circulars at the ministry level regarding digital issues, namely:

- a) Letter of the Minister of Communication and Information Technology No. 3/2016 concerning the Provision of Application Services and/or Content Through the Internet;
- b) Regulation of the Minister of Communication and Information Technology No. 7/2018 concerning Electronically Integrated Business Licensing Services in the Communication and Informatics Sector;
- c) Regulation of the Minister of Communication and Information Technology No. 20/2016 concerning Personal Data Protection in Electronic Systems;
- d) Letter of the Minister of Communication and Information Technology No. 5/016 concerning Limitations and Responsibilities of Platform Providers and Merchants Through Electronic Systems in the Form of User Generated Content;
- e) Joint Regulation of the Minister of Law and Human Rights and the Minister of Communication and Information No. 14/2015 and No. 26/2015 concerning Implementation of Content Closure and/or User Access Rights Violation of Copyright and/or Related Rights in Electronic Systems;
- f) Regulation of the Minister of Communication and Information Technology No. 19/2014 concerning Handling Internet Sites with Negative Content; and
- g) Regulation of the Minister of Communication and Information Technology No. 36 of 2014 concerning Procedures for Registration of Electronic System Operators.

In February 2021, the Directorate of Cyber Crimes at the National Police's Criminal Investigation Agency (Bareskrim) carried out a soft launch of the Virtual Police, as a form of preventing the spread of hoax content, hate speech, and information about racial intolerance. This effort was continued by sending 21 virtual alerts to accounts that uploaded negative content. Virtual Police is a new step for the National Police contained in Circular No. SE/2/112021 concerning Ethical Culture Awareness to realize a Clean, Healthy and Productive Indonesian Digital Space.

5. Strengthening the Role of Family and Digital Literacy for Adolescents

The social and family environment has a major influence on the lives of adolescents. Globalization and advances in information and communication technology (ICT) have a significant impact on family life in Indonesia, especially families with teenagers. As a person's social unit in society, the family is an association. However, with the advancement of ICT, youth access to information from outside has become very easy and massive. In some cases, information obtained from outside is often different from the values and norms that are instilled by the family. This condition is a challenge for every family. The role of the family, especially parents, becomes very important, especially with regard to teenagers.

Several studies show the importance of communication and relationships between parents and adolescents, related to a healthy life. In addition, other aspects that are often given are socio-demographic background and housing patterns⁵². In the case of narcotics abuse, there is a strong relationship between the disharmony of the relationship between adolescents and their parents. Parents who communicate and instill family rules and values, and involve their children in family decision-making, tend to be more resistant to the temptation to use illegal drugs⁵³.

A study conducted by Noller and Calla, found that of the 14 topics studied in communication between parents and children, adolescents preferred to talk to mothers compared to fathers⁵⁴. The influence of globalization and the advancement of ICT has contributed greatly to the lives of young people. Compared to their parents or grandparents, thereby widening the intergenerational gap. If in the past teenagers obeyed their parents without requiring much explanation, then in this globalization and digital era, parents are required to provide more explanations and often have to negotiate with their children, to overcome problems in interacting. Strengthening the role of the family is also needed in fostering a healthy and productive attitude in the use of the internet and social media.

⁵² Rosenthal, D., Senserrick, T., & Feldman, S, "A typology approach to describing parents as communicators about sexuality", *Archives of Sexual Behavior*, Vol. 30, No. 5, 2001: 463-482.

⁵³ Brianna Johnson, Duane McBride, Gary Hopkins, and Sara Pepper, "An Examination of Parent-Child Relationships and Teen Substance Use: A Brief Report", *Journal of Child & Adolescent Substance Abuse*, Vol. 23, 2014: 210-216.

⁵⁴ Patricia Noller and Victor Callan, *The Adolescent in The Family*, New York: Routledge, 2016): 41.

The challenges faced by teenagers and their parents in interacting are increasingly complex. In the past, communication was only done face-to-face, telephone or sending letters. Currently, communication uses mobile phones, via *SMS*, *Whatsapp*, *Skype*, and others. On the one hand, digital devices facilitate communication, but on the other hand, these technologies reduce the intensity of face-to-face communication, because they are replaced by short and limited communications that often lead to misunderstandings.

Various studies show the importance of government policy factors to strengthen the role of families in improving the quality of life of teenagers in the digital era. Efforts to maintain adolescent health are mandated in Law No. 36/2009 concerning Health (*Health Law*), namely Articles 136 and 137. In essence, the government, local government, and the community are responsible for maintaining adolescent health so that they grow and become productive adults, both socially and economically. Some policies and programs have been formulated by relevant ministries and institutions, but the results of the study show that the official programs for *Youth Family Development*, *Family Planning Villages*, *Youth Information and Counseling Centers*, *Youth Posyandu*, *Youth Care Health Centers*, are not widely known by teenagers⁵⁵. This condition is due to the lack of socialization at the regional level related to the program. Given the complexity of the problems related to youth and the role of the family, then a holistic, comprehensive, and integrated approach is needed and can be implemented at the city/district level.

The breakthrough efforts made by ministries and agencies to complete the lack of regulation in overcoming the problems faced by youth in the digital era, not only need to be appreciated, but also need community support, and the role of the family as a unit that supports people's social life. Since 2020, the Ministry of Communication and Informatics has issued the policy of the National Digital Literacy Movement, which is being held in 34 provinces. This policy refers to "*A Global Framework of Reference on Digital Literacy Skills, 2018*". The digital literacy program is an acceleration of national digital transformation, especially in developing digital human resources. This national program aims to increase public awareness and knowledge to face changes and challenges, in particular to develop the digital potential of the national economy, which is predicted to reach USD 124 billion in 2025.

To achieve the goals set by the government, the digital literacy program targets 50 million Indonesians, covering 20,000 trainings, 514 cities/districts. Strengthening digital skills among youth includes four frameworks, namely: a) *Digital Skills*, b) *Digital Safety*, c) *Digital Ethics*, and d) *Digital Culture*.

⁵⁵ Fatoni, Z, Situmorang, A., Seftiani, S & Prasetyaputra, P, *Keluarga dan Perilaku Berisiko Remaja Kota Medan Terkait Seksualitas di era Globalisasi*, Laporan Penelitian, Jakarta: Pusat Penelitian Kependudukan, LIPI, 2016.

1) *Digital Skills*

Basically, digital literacy is defined as the ability to use internet and digital media. In this framework, the proficiency of digital media users is measured by their ability to perform digital media mediation in a productive manner. Legally, a similar definition is formulated in Article 1 paragraph (2) of the Regulation of the National Cyber and Crypto Agency (BSSN) No. 3/2021 concerning the Implementation of Media Literacy and Cyber Security Literacy, namely, media literacy is an activity to improve the ability to access, research, evaluate and create information. in various forms.

Internet users who have good digital literacy skills are not only able to operate tools, but are also able to use digital media responsibly. National Cyber and Crypto Agency (BSSN), formulates five basic literacy competencies consisting of: a) Ability to manage information data; b) Communication and collaboration, c) Content creation, d) Digital security; and e) Participation and action⁵⁶.

Information data management is the ability to access and evaluate data/information carefully. Communication and collaboration is the ability to communicate and collaborate ethically with other internet users. Meanwhile, content creation is the ability to edit and produce content for a good cause. Digital security is the ability to protect privacy and security from various digital threats. While participation and action is the ability to use digital media to be empowered and have value together. The five competencies were formulated as a framework for improving digital media literacy and cybersecurity competencies in Indonesia. BSSN developed a guide that targets teenagers, as well as social media users in general from various professions, such as, teachers, lecturers, activists, journalists, state civil apparatus and other professions.

2). *Digital Safety*

Digital space security is one of the main elements of the utilization and development of the digital ecosystem. The existence of digital talent who is able to protect themselves in the digital space, as well as realizing innovations that can maintain the security of the digital space is urgent. The expansion of digital infrastructure, followed by the adoption of new technologies, and the completion of a digital transformation roadmap requires adequate regulatory and funding support. Cases related to digital security that occur quite often include fraud and account theft that occur on various digital service platforms. Some of strategies have actually been carried out by digital service providers, such as providing a two-way authentication feature to suggesting to always log out and change passwords regularly. Various

⁵⁶ Zainuddin Muda Z. Monggilo, Novi Kurnia, Indriyatno Banyumurti, Panduan Literasi Media Digital dan Keamanan Siber: Muda, Kreatif, dan Tangguh di ruang Siber, Direktorat Pengendalian Informasi, Investigasi, dan Forensik Digital – BSSN, 2020: 5.

socializations to distrust tantalizing links are also frequently announced. However, cases of digital crimes targeting individuals often occur.

In general, digital security can be interpreted as a process to ensure that the use of digital services, both online and offline, can be carried out safely and comfortably⁵⁷. Digital security issues have arisen since the first internet was born. Its nature that connects users directly and globally makes data security a serious concern because automatic user data security controls are in the hands of each internet user. This digital security is further complicated when digital interactions involve not only adults who are more mature psychologically. Digital Interaction not infrequently involve children and the elderly who are classified as vulnerable users.

Digital security literacy is intended to provide guidance and understanding, to improve individual abilities in recognizing the importance of digital security, recognizing risk factors in the digital world, patterning various potentials and threats that usually arise in digital life and applying digital literacy skills to be able to support media activities. digital safe and convenient. The five digital security competencies include: a) *Digital device security*, b) *Digital identity security*, c) *Beware of digital fraud*, d) *Understanding digital track records*, and e) *Understanding digital security for children*. For digital protection competencies, the emphasis is focused on functional skills of digital service fund equipment. Meanwhile, for other aspects of competence, it is directed not only to functional skills, but also to critical skills.

3) *Digital Ethics*

In the digital era, there are two categories of ethics, namely, traditional ethics and contemporary ethics. Traditional ethics is offline ethics concerning old procedures, habits, and culture which are the collective agreement of each community group, thus showing what is appropriate and inappropriate as a guide for attitudes and behavior of community members.

While contemporary ethics is electronic and online ethics concerning procedures, habits, and culture that have developed due to technology that allows wider and global socio-cultural interaction. In the context of the digital space, ethical literacy is intended to increase knowledge and understanding related to behavioral considerations that are filled with awareness, responsibility, integrity (honesty), and virtue values⁵⁸. Whether it's in terms of governance, interacting, participating, collaborating, and transacting electronically.

Digital media that tends to be instantaneous often makes users do something with it 'without realizing it' completely. Digital media that is very potentially manipulative, easy, and provides enormous content tempts its users to act dishonestly. Copyright

⁵⁷ John Sammons and Michael Cross, *The Basics of Cyber Safety: Computer and Mobile Device Safety Easy*, Cambridge: Syngress, 2016: 1.

⁵⁸ Amy Cicchino, et al., "Digital Ethics in ePortfolios: Developing Principles, Strategies, and Scenarios", *International Journal of ePortfolio*, Volume 11, Number 1, 67-82.

infringement, plagiarism, manipulation, are examples of integrity issues. Through strengthening awareness of digital ethics, social media users are expected to be able to master the following:⁵⁹

- a) Knowing the importance of applying ethics in the internet;
- b) Knowing the various community standards that exist on each social media platform;
- c) Understand what should and should not be uploaded when using social media and other digital tools;
- d) Knowing the types of information that contain hoaxes, hate speech, pornography, bullying, and other negative content;
- e) Knowing how to interact, participate, and collaborate in the digital space according to ethical rules and applicable regulations;
- f) Understand the various regulations that apply when interacting, participating, and collaborating in the digital space;
- g) Knowing the types of interactions and electronic transactions in the digital space in accordance with applicable regulations; and
- h) Understand how to interact and transact electronically safely in the digital world.

In the end, understanding digital ethics encourages social media users to create and enforce etiquette, guidelines for appropriate attitudes, and are able to develop critical thinking and attitudes in understanding various types of digital data and information. Thus, verifying electronic information is also one of the skills that must be possessed by social media users.

4) *Digital Culture*

The internet is a primary need for everyone in the world, including the people of Indonesia. As one of the countries located in the Asia Pacific region, Indonesia is a country with a young population among the countries in the world. The freedom of access to information can affect the mindset in a person. One of the challenges of today's society is its ability to digest incoming information from the surrounding environment. The ability to clearly understand positive information that enters a person is influenced by character education.

The role of the family needs to be increased to develop character education that can influence people's way of thinking in utilizing all information flows. Thus, it can reinforce cultural values that can be applied in everyday life. Digital skills in accessing and processing information must be in accordance with content that is beneficial for self-development, positive intelligence, and participating in creating a

⁵⁹ Frida Kusumastuti dan Santi Indra Astuti, Modul Etis Bermedia Digital, Jakarta: Kementerian Komunikasi dan Informatika, 2021: 12.

meaningful digital space for shared life.

Advanced and sophisticated digital transformation provides many benefits for developments in various aspects of life. Social media users who have digital literacy skills are not only able to operate tools, but are also able to use digital media responsibly, in line with attitudes and behaviors that uphold the values of Pancasila and Bhinneka Tunggal Ika.

Both of them become a strong foundation in socializing in the community both face-to-face and through activities in the network (online).

Adolescents must have a strong mentality and have principles in carrying out their activities. Awareness of all parties in providing the best participation for the nation and state in various matters that support humans to become social and cultured humans in the digital world. In addition to the role of the family, digital culture literacy among teenagers requires community support, opinion leaders, educators, and facilitators in the community.

The development of digital technology has reached all aspects in terms of business, economy, entertainment, transportation and even in the process of learning activities at school. The negative side of the development of the digital world, is the misuse of technological developments. Many users take advantage of technological developments to do evil things such as theft, robbery, or fraud.

Conclusion

The presence of today's digital society makes it possible to participate in everything.

Internet technology with various social media platforms has become a public sphere for the community and has become the most effective, inexpensive and massive means of communication. The digital transformation that has two sides. Besides accelerating opportunities for efficiency and accelerating new economic growth, digital technology can also pose a serious threat to society. Therefore, their resilience in cyberspace is increasingly being challenged when internet use begins to be intrusive into personal lives which can have an impact on health problems, especially mental health. Due to its comprehensive and complex nature, digital literacy competence at a more advanced level is absolutely necessary.

The current regulations have not been effective in reaching and controlling social media platform provider companies that contain negative content. To overcome these shortcomings, policy breakthroughs from relevant agencies and support from stakeholders are needed. On the other hand, the role of the family also needs to be strengthened to support digital literacy policies for teenagers. Digital skills are expected to be able to provide provisions for teenagers to use the internet and social media in carrying out both as students and as citizens.

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