Digital Literacy Efforts to Prevent Pornography and Sexsual Violence Among Gen Alpha in Kota Bengkulu

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Abstrak

Kata Kunci:

Literasi Digital, Generasi Alpha, Pornografi dan Seksualitas.

Dunia digital bagi kalangan Gen Alpha saat ini telah menjadi tantangan yang mesti dipikirkan semua pihak, terutama keterbukan informasi tanpa batasan lagi. Sehingga, penetilian ini bertujuan untuk memberikan gambaran edukasi sebagai reflekasi mencapai kesadaran sehingga bisa memfilter informasi yang dibutuhkan. Dengan metode ABCD, penulis merumuskan cara pendekatan di lapangan untuk menumbuhkan kesadaran melalui literasi digital. Sehingga hasil penelitian menunjukan: Discovery (Menemukan Kekuatan), penggalian informasi tentang peta kekuatan siswa sebagai gen Alpha menghadapi dunia digital saat ini Dream (Membangun Mimpi)Selanjutanya siswa bersama fasilitator merancang keinginan apa yang ingin dicapai dengan kondisi aset yang ada ssat ini. Design (Merencanakan Tindakan) Dari pemetaan sebelumnya maka dilanjutkan dengan merencanakan tindakan atau menyusun RTL. Define (Menggalang Kekuatan)Tim PKM UIN FAS bekerjasama dengan siswa-siswi SMP N 2 Kota Bengkulu untuk menyusun buku saku yang berisikan istilah-istilah dalam Kekerasan Berbasis Gender Online/KBGO untuk dapat dipedomani oleh siswa-siswi agar terhindar dari perilaku pornografi dan kekerasan seksual. Destiny (Memastikan Pelaksanaan) Setelah FGD dilaksanakan maka tim PKM UIN FAS Bengkulu akan melanjutkan diskusi dan penyusunan buku saku yang mudah dipahami dan bisa diterima oleh siswa-siswi.

Keyword:

Digital Literacy, Gen Alpha, Pornography and Sexsual.

Abstract

The digital world for the Gen Alpha group today has become a challenge that must be considered by all parties, especially the openness of information without limits. Therefore, this study aims to provide an overview of education as a reflection of achieving awareness so that it can filter the information needed. Using the ABCD method, the author developed an approach in the field to raise awareness through digital literacy. So the results of the study show:

Discovery (Finding Strength), taking information about the map of students' strengths as Gen Alpha facing the current digital world Dream (Building Dreams) Next, students together with facilitators design what desires they want to achieve with the current condition of assets. Design (Planning Actions) From the previous mapping, it is continued with action planning or preparation of RTL. Define (Gathering Strength) The PKM UIN FAS team collaborated with students of SMP N 2 Bengkulu City to compile a pocket book containing terms in Online Gender-Based Violence/KBGO to be used as a guideline by students to avoid pornography and sexual violence. Destiny (Ensuring Implementation) After the FGD is carried out, the PKM UIN FAS Bengkulu team will continue the discussion and preparation of a pocket book that is easy to understand and acceptable to students.

INTRODUCTION

The digital world, a world that has grown as a result of the rapid development of technology. The digital world, which has emerged as a new idol, is like a sword, bringing benefits such as easy access to information and time efficiency—with a gadget in hand, the world is at hand—and also giving rise to harms such as the rise of pornographic content (sexting) and sexual violence circulating on social media today.

The digital world is utilized by all age groups, both the Digital Immigrant age group (people who were born long before digitalization) and the Digital Native (the generation who were born in the digital era, and have been exposed to digital information continuously since childhood).

Based on the latest data from the Indonesian Internet Service Providers Association (APJII), the number of internet users in Indonesia in 2024 reached 221,563,479 people out of a total population of 278,696,200 people in 2023 (apjii.or.id, 2024). The We Are Social report stated that the number of active social media users in Indonesia was 139 million people in January 2024. This number is equivalent to 49.9% of the domestic population (dataindonesia.id, n.d.).

Generation Alpha refers to the children of the millennial generation. This term was coined by Mark McCrindle in an article for Business Insider magazine (Christina Sterbenz, 2015). Generation Alpha (2010–2025) is the generation most familiar with digital technology and claimed to be the most intelligent generation compared to previous generations. As many as 2.5 million children of Generation Alpha are born each week. Generation Alpha is the most internet-savvy generation of all time. McCrindle also predicts that Generation

Alpha is inseparable from gadgets, less sociable, less creative, and individualistic. Generation Alpha wants instant things and has little respect for the process. Their preoccupation with gadgets makes them socially alienated (Fadlurrohim et al., 2020).

There are several cases that have been uncovered related to internet-based pornography and sexual violence crimes as revealed by the Special Criminal Investigation Directorate (Ditreskrimsus) of the DIY Regional Police, arresting a pedophile with the initials FAS alias Bendol (27). He was arrested for making video calls for sex (VCS) to four children in the Sedayu area, Bantul. "Regarding crimes against children in the form of exploitation and distribution of pornographic material and violating morality and child victims through social media networks and online media," said Roberto during the case release at the DIY Regional Police Headquarters, Monday (11/7/2022). Roberto explained that the case began when the Bhabinkamtibmas of Argosari Village, Sedayu, Bantul received a report from a school teacher and a student's parent. At that time, there were 3 children who were contacted by an unknown person via the WhatsApp chat application. "The children were in a state of shock and crying because when they were contacted, it turned out they were invited, this 10-year-old girl, was invited to see the perpetrator's genitals via video call facilities,"(dataindonesia.id, n.d.).

Furthermore, research by Arsawati et al. (2019) revealed that children who become victims of sexual violence are under 13 years old and 13-17 years old. This demonstrates the vulnerability of exposure to pornographic content and sexual violence (Arsawati et al., 2019).

The general public and especially the younger generation, especially Gen Alpha, need attention, guidance and support from parents, educators, and the government, because this group is very vulnerable to being exposed to negative content such as pornography and sexual violence from social media, which will also have a direct impact on their behavior, for that reason Digital Literacy has urgently been carried out massively as an educational program, advocacy for internet users, especially social media, towards a digitally savvy society.

In responding to this problem, it is necessary to conduct an in-depth identification which is outlined in writing, of course with references from several studies that are considered relevant, such as: (1). Digital Literacy Strategy in Limiting Pornographic Content Among Teenagers During the Covid 19 Pandemic at Al Islamic Amalia Middle and High Schools in Tebing Tinggi, Raisha Annisa Hutapea, Medan Area University, 2021 (Hutapea, 2021). It should be realized that in the era of the Covid 19 pandemic, almost every day

teenagers use internet media, starting from online learning activities, telecommunications using online during social distancing and this is done almost every day, so that if it is not controlled it can access unwanted things such as pornographic content that can be accessed easily, this is very important to prevent. From the extension research after education was carried out on digital literacy strategies to limit pornographic content during the Covid 19 pandemic, in the use of gadgets, the level of knowledge of students has increased better than before.

Educational activities regarding pornographic content in the use of gadgets showed an increase in the level of knowledge of students at AL-ISLAMIC Middle and High Schools in Tebing Tinggi with good knowledge increasing from 22.2% to 44.4% and resulting in a joint commitment to supervise the use of gadgets in the school environment which is an effort to reduce students' addiction to pornographic content, and with the hope that students will educate themselves about the impacts caused by being accustomed to consuming pornographic content which results in long-term sexual violence behavior that will occur in the future.

(2). Furthermore, from (Restianty, 2018) on Digital Literacy, A New Challenge in Media Literacy, Ajani Restianty, Corporate Communication/Postgraduate Programme, London School of Public Relations, Jakarta. In depth, in digital literacy, messages in the media are constructed in such a way that they can function optimally even in more complex communication situations. Digital literacy has a broader scale and usually discusses important issues. Digital literacy education can begin by honing skills in reading content, by diligently reading content, the use of digital literacy for understanding content will be more critical

(3). Digital Literacy As A Preventive Efforts To Combat Hoaxes (Sabrina, 2019). In his research, the goal of having digital literacy skills is to give the audience more control in interpreting messages circulating in digital media. This article will then explore the urgency of digital literacy, how it influences them, and how to improve their skills as an effort to combat hoaxes.

(4). Cyber Sexual Harassment on Social Media as a Form of Social Deviance in the Digital Era (Januri, 2023). The research results show that there are 3 forms of cyber sexual harassment behavior that often occur in various countries, namely sexting (Sex and Texting) in the form of sending or posting sexually oriented writings, then non-consensual dissemination of intimate images (NCII) in the form of misuse of sexual content either

pictures or videos of the victim's personal life to threaten the victim to do what he wants, and spamming activities that present inappropriate comments on social media. Factors causing this include the perpetrator's ignorance of what he is doing which is classified as sexual harassment, then the perpetrator's lack of self-control. Many efforts to avoid or overcome this behavior, including by providing socialization, developing anti-sexual violence communities, monitoring social media, and imposing sanctions regulated by law.

The above issue is certainly not free from several related literature studies, so that its benefits are not only one-way but can be broader (Pratama et al., 2022). Seeing such a worrying gap for Generation Alpha, further investigation is needed, especially in Bengkulu City, to provide a filter for them to be more careful in their use of digital media, driven by interests that support educational perspectives.

METODE

This community service program was implemented using the Asset-Based Community Development (ABCD) method. ABCD is based on the principles put forward by John McKnight and Jody Kretzmann, founders of The Asset-Based Community Development (ABCD) Institute. The asset-based approach helps communities see the reality of their internal conditions and the potential for change. This approach guides change, focuses on what the community wants to achieve, and helps communities realize their vision. McKnight and Kretzmann (1993) proposed six principles that local enablers (community empowerers) need to adhere to in order to create sustainable empowerment: (1) appreciation, (2) participation, (3) positive psychology, (4) positive deviation, (5) development from within, and (6) the heliotropic hypothesis. These six principles must be realized in the stages of community service activities by local enablers. This approach refers to three periods in the life of the local community: past, present, and future.(Dereau, 2013)

ABCD Method Stages: Discovery (Finding Strength), Dream (Building Dreams), Design (Planning Actions), Define (Gathering Strength), Destiny (Ensuring Implementation)(Dereau, 2013)

RESULTS AND DISCUSSION

Digital Literacy

Literasi Digital menurut Gilser (1997) adalah "The ability to understanding and use information in multiple formats from a wide variety of source whwn it is presented via computers" IFLA ALP Workshop (2006) also states that digital literacy is the ability to understand and use information in various formats from a number of resources, when these resources are presented via computer (Abdulloh, 2021).

Digital literacy according to UNESCO is "the ability to use information and communication technology (ICT) to find, evaluate, utilize, create and communicate content or information with cognitive, ethical, social emotional and technical or technological skills". Martin in Koltay (2011) states that "Digital Literacy is the awareness, attitude and ability of individuals to appropriately use digital tools and facilities to identify, access, manage, integrate, evaluate, analyze and synthesize digital resources, construct new knowledge, create media expressions, and communicate with others, in the context of specific life situations, in order to enable constructive social action; and to reflect upon this process"(Restianty, 2018).

According to Paul Gilster in his book entitled Digital Literacy (1997), digital literacy is defined as the ability to understand and use information in various forms from a wide variety of sources accessed through computer devices. Bawden (2001) offers a new understanding of digital literacy rooted in computer literacy and information literacy. Computer literacy developed in the 1980s, when microcomputers were increasingly used, not only in the business environment, but also in society. However, information literacy only became widespread in the 1990s when information became easier to organize, access, and disseminate through networked information technology. Thus, referring to Bawden's opinion, digital literacy is more associated with the technical skills of accessing, organizing, understanding, and disseminating information.

Meanwhile, Douglas A.J. Belshaw in his thesis What is 'Digital Literacy'? (2011) said that there are eight essential elements to developing digital literacy, as follows. 1. Cultural, namely understanding the various contexts of digital world users; 2. Cognitive, namely the power of thought in assessing content; 3. Constructive, namely creating something expert and actual; 4. Communicative, namely understanding the performance of networks and communications in the digital world; 5. Responsible self-confidence; 6. Creative, doing new things in new ways; 7. Critical in responding to content; and 8. Socially responsible (Kemendikbud, 2021).

There are four pillars that form the framework: the ability to use digital services (digital skills), being ethical in the digital space (digital ethics), digital safety, and building a digital culture (digital culture) (KPU, 2025).

Pornography and Sexual Violence

The word pornography comes from the Greek word pornographos, which consists of two words: porne (= a prostitute) meaning prostitution, and graphein (= to write, drawing)

meaning to write or draw. Literally, it can be interpreted as writing about or drawing about prostitutes, (sometimes also shortened to "porn," or "porno") is a depiction of the human body or human sexual behavior explicitly (openly) with the aim of satisfying sexual desires. (Sinambela & Mutiawati, 2022). The definition of pornography in Law Number 44 of 2008 concerning Pornography is a picture, sketch, illustration, photo, writing, voice, sound, moving picture, animation, cartoon, conversation, body movement, or other form of message through various forms of communication media and/or public performances, which contain obscenity or sexual exploitation that violates moral norms in society. What is meant by obscenity in the anti-pornography law contains prohibitions and restrictions explained in article 4 where things that contain obscene or pornographic elements include, among others: 1. intercourse, including deviant intercourse, sexual violence; masturbation or onani; 2. nudity or displays that give the impression of nudity; 3. genitals; or child pornography.

The National Commission on Violence Against Women (Komnas Perempuan) classified the KBGO reports received throughout 2017 into 8 categories: (1) cyber grooming, (2) online harassment, (3) hacking, (4) illegal content, (5) infringement of privacy, (6) malicious distribution of personal photos/videos, (7) online defamation, and (8) online recruitment (Stikosa AWS, 2023).

Forms of cybersexual harassment include sexting (sex and texting), non-consensual dissemination of intimate images (NCII), and spamming, which involves inappropriate comments on social media. Factors contributing to cybersexual harassment include the perpetrator's lack of self-control and their lack of awareness of what constitutes sexual harassment. Efforts to address this include prevention through outreach, supervision, and sanctions (Januri, 2023).

Alpha Generation

The theory of generations in the workforce was popularized by William Strauss and Neil Howe, who identified the generational cycle in United States history. Strauss and Howe have been widely used as the basis for research and studies on generational behavior: Traditionalists, Baby Boomers, Gen X, Gen Y, and Gen Z (Fadlurrohim et al., 2020).

1925 – 1946	Veteran generation
1946 – 1960	Baby boom generation
1960 – 1980	X generation
1980 – 1995	Y generation
1995 – 2010	Z generation
2010 +	Alfa generation

New Media Theory

New Media Theory. New media theory began to develop in the 1990s, when the rapid diffusion of digital media in the field of information and telecommunications technology led to the emergence of new research on media and communication. Studies in new media theory state that the conditions of traditional media communication have shifted with the advent of technological innovation, resulting in a substantial transformation in the growth of communication using media. McLuhan, in Littlejohn (2009), stated that the emergence of instant information began with the availability of the internet. The revolution in electronic media occurred due to the change in information media, which was usually obtained through broadcasts, to electronic media networks. New media research began to emerge on globalization and media convergence, with the internet becoming an alternative medium for presenting information without the technical constraints of the broadcast model. McLuhan also added that in the new media era, internet studies and cyberstudies also developed, shifting audience attention to digital media, marking the development of new information and communication technologies (Restianty, 2018).

Pre-Implementation

The PKM team coordinated with the target schools, SMP N 2 Bengkulu City and MTS Darussalam Bengkulu City. The coordination aimed to explain the intent and objectives to obtain permission and support from the schools and discuss the technical aspects of PKM implementation, such as resource persons, participants, time, materials, location, and so on.

After receiving approval and an agreed time, the PKM will be implemented following the method proposed in the proposal, namely the ABCD Method. The details are as follows:

Mentoring at SMP N 2 Bengkulu City and MTS Darussalam Bengkulu City

The pretest is intended to determine students' initial understanding of the material that will be presented.

a) Delivery of Material by Facilitator:

- Basic Concepts of Digital Literacy: Definition, Objectives, Levels, etc. (Materials and PPT attached)

- Online Gender-Based Violence: Definition, Characteristics, Types, Impacts, etc. (Materials and PPT attached)

- How to avoid cybercrime: Types of crime, etc.

- Pornography and Sexual Violence from an Islamic Perspective: A Study of the Quran and Hadith (Materials and PPT attached)

- How to prevent pornography and sexual violence (attached materials and PPT)

b) Q&A/Discussion Session (Documentation attached)

c) The post test aims to determine changes in understanding of the material presented.

1. Focus Group Discussion (FGD) at SMP N 2, Bengkulu City

a) Participants: 30 students who participated in previous mentoring sessions.

b) Time: Tuesday, October 29, 2024

c) Location: SMP N 2, Bengkulu City laboratory.

d) FGD Stages:

1. Participants are divided into two groups of 15 students, each group consisting of 15 students.

2. The facilitator then asks questions to spark discussion following the ABCD PKM method, as follows::

ABCD Method Stages:

1. Discovery (Discovering Strengths), exploring information about the strength map of students as the Alpha generation facing today's digital world.

   a. As the Alpha generation facing today's digital world.

   b. Individual/Human Resources: Students possess a high level of curiosity, possess the ability to operate digital media, readily obtain information about anything from digital media, possess excellent communication skills, etc.

   c. Organizational Assets: Support from the school for the development of student potential, the Student Council (OSIS) which actively involves students in positive activities, the Teachers' Council which provides space for students to learn a lot from other sources and acts as a supervisor of student activities at school, the availability of intracurricular organizations such as Scouts, Sports, etc.

   d. Physical Assets: School facilities and infrastructure are complete and in good condition, such as study rooms, laboratories, sports fields, worship facilities, and easy access to the school.

   e. Cultural and Religious Assets: The culture that has been built in schools through published rules and regulations, such as the prohibition on using cell phones in the school environment except at certain times, the deepening of religion through the tahfidz program and congregational prayer for Muslim students, and a culture of competition in academic and non-academic fields. etc.

2. Dream (Building Dreams)

Next, students and facilitators plan what they want to achieve with the current assets. For example, there will be no more victims or perpetrators of pornography and sexual violence, both offline and online. Students can develop their full potential with full support from all parties. Digital media, especially social media, can provide educational content for Gen Alpha. Positive communities will be formed at school and at home. Parents can also improve digital literacy to monitor Gen Alpha's behavior when interacting online.

3. Design (Planning Actions)

From the previous mapping, it is continued by planning actions or compiling RTL, from the discussions that have been carried out, there are several things that are included in the work plan, namely: 1) Gen Alpha still needs to increase understanding about KGBO through conventional methods such as counseling or socialization, 2) Gen Alpha also tends to be easier to receive information when using audio and visual media, for that reason, a plan to create educational content about KGBO needs to be carried out, 3) Reading books is no longer of interest to Gen Alpha because of the monotonous appearance, for that reason, it is necessary to prepare a plan to compile interesting books, for example with animation or word choices that are appropriate for Gen Alpha children.

4. Define (Gathering Strength)

The UIN FAS PKM Team collaborated with students of SMP N 2 Bengkulu City to compile a pocket book containing terms in Online Gender-Based Violence/KBGO to be used as a guide by students to avoid pornographic behavior and sexual violence.

5. Destiny (Ensuring Execution)

After the FGD is carried out, the PKM UIN FAS Bengkulu team will continue the discussion and compile a pocket book that is easy to understand and can be accepted by students as a source of information about pornography and sexual violence.

CONCLUSION

From the results and discussion of the research, the author can conclude that literacy efforts are very necessary because they arise from several specific problems. These are briefly described as follows:

Discovery (Discovering Strengths), exploring information about the strength map of students as the Alpha generation facing today's digital world. Dream (Building Dreams) Next, students and facilitators plan what they want to achieve with the current assets. For example, there will be no more victims or perpetrators of pornography and sexual violence, both offline and online. Students can develop their full potential with full support from all parties. Design (Planning Actions) From the previous mapping, it is continued by planning actions or compiling RTL, from the discussions that have been carried out, there are several things that are included in the work plan, namely: 1) Gen Alpha still needs to increase understanding about KGBO through conventional methods such as counseling or socialization, 2) Gen Alpha also tends to be easier to receive information when using audio and visual media, for that reason, a plan to create educational content about KGBO needs to be carried out, 3) Reading books is no longer of interest to Gen Alpha because of the monotonous appearance, for that reason, it is necessary to prepare a plan to compile interesting books, for example with animation or word choices that are appropriate for Gen Alpha children. Define (Gathering Strength) The UIN FAS PKM Team collaborated with students of SMP N 2 Bengkulu City to compile a pocket book containing terms in Online Gender-Based Violence/KBGO to be used as a guide by students to avoid pornographic behavior and sexual violence. Destiny (Ensuring Execution) After the FGD is carried out, the PKM UIN FAS Bengkulu team will continue the discussion and compile a pocket book that is easy to understand and can be accepted by students as a source of information about pornography and sexual violence.

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