4TH INTERNATIONAL CONFERENCE ON EDUCATION

"UNDERSTANDING THE POWER OF DIGITAL LITERACY AND FAMOUS ONLINE TRANSPORTATION FOR STUDENTS' SOCIAL BEHAVIOR"

Ashomatul Fadlilah, Tusyanah, Nina Oktarina, Risma Nur Anissa
Universitas Negeri Semarang
Indonesia

INTRODUCTION

■ The development of information technology brings a change in society. Acceleration of digital technology in social media platforms, fostering interaction between people (pustekkom.kemdikbud.go.id, 2017). Appropriate digital literacy instruction and facilitation is absolutely warranted and should be integrated seamlessly into primary, secondary, and tertiary education (Tuamsuk, 2017)

■ Technological advances have also significantly changed the lifestyle of the world community, one of which is application-based service provider in the field of online-based mode of transportation; online Transportation is a form of technological development which is now getting more famous. However, some people said that online transportation also giving negative impacts on student's social behavior because it led to the laziness (Setyorini, 2017).

INTRODUCTION

- From the initial observation which we did on December 2017, it indicated that using online transportation makes people lazier. It happened to my friends who stayed on the boarding house when they needed food or sent the paper to the lecturers. It happened because they could rely on the drivers of Go-Jek in Indonesia to handle those activities. It was not a good habit because education should create enthusiastic people who can change the world. Therefore, the laziness consequently influenced their social behavior because there were not any real interactions with other people.

- To understand the influence of using online transportation on social behaviors scientifically; we need to conduct the research.

- This research had 2 independent variables; they were digital literacy and online transportation and 1 dependent variable; it was students' social behavior.

- The purposes of the research were:

  a) to know the impact digital literacy for social behavior students'

  b) to know the impact online transportation for social behavior students'

  c) to know the impact digital literacy and oline transportation for social behavior students'

- Digital literacy means knowledge, skills, and behaviors in the use of technology for communication, learning, working, and leading everyday life. A digital literate person must be able to efficiently use digital technology depending on individual's competence and necessity (Tuamsuk, 2017)

- Business in service provider-based applications in the field of online-based mode of transportation can provide solutions and answer public concerns about public transport services (Yunus, 2017)

- Social Behavior is peculiarly social is oriented towards other selves. Such behavior apprehends another as a perceiving, thinking, Moral, intentional, and behaving person; considers the intentional or rational meaning of the other's field of expression; involves expectations about the other's acts and actions; and manifests an intention to invoke in another self certain experiences and intentions (Rummel, 1976)

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Population and Sample

The population of this research is economic students of Universitas Negeri Semarang who enjoy online transportation with a total of 200 students. There are 130 respondents selected by using purposive sampling as sample.

The Research Instrument

The data were collected by distributing the questionnaires and interviews.

The Research Analysis Methods

Statistical Package for Social Sciences (SPSS) version 21.

Statistical techniques: Descriptive Statistics, and Multiple Linear Regression Analysis Test.

Table 1
Simultaneous Test Result (F test)

ANOVA[a]					
Model	Sum of Squares	df	Mean Square	F	Sig.
1 Regression	1009.941	2	504.971	19.578	.000[b]
Residual	3275.666	127	25.793		
Total	4285.608	129			
a. Dependent Variable: Social_Behavior					
b. Predictors: (Constant), Online_Transportation, Digital_Literacy					

Based on ANOVA table, it can be seen that F = 11.090 with significance 0.000 <0.05, which means significant F count. From the results of the analysis can be concluded simultaneously, the variable X1 (Digital Literacy), X2 (Online Transportation), assumption against variable Y (Social Behavior).

Table 2
The Multiple Linear Regression

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.
		B	Std. Error	Beta		
1	(Constant)	23.261	5.051		4.605	.000
	Emotional_Intelligence	.139	.115	.103	1.216	.226
	Blended_Learning	.591	.116	.434	5.102	.000

The multiple linear regression equation was:

$$Y = 23.261 + 0.139X1 + 0.591X2$$

Digital literacy was insignificant and gave little influence on social behavior

Tabel 3
The Result of Simultaneous Determination Coefficient

Model Summary[b]				
Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.485[a]	.236	.224	5.07865
a. Predictors: (Constant), Online_Transportation, Digital_Literacy				
b. Dependent Variable: Social_Behavior				

It shows Adjusted R Square value was 0.224 = 22,4%. It means that the dependent variable of Social Behavior Student's can be explained by the variation of the two independent variables; Digital Learning and Online Transportation.

Tabel 4
The Calculation Result of Partial Determination Coefficient

Model		Correlations			Collinearity Statistics	
		Zero-order	Partial	Part	Tolerance	VIF
1	(Constant)					
	Digital_Literacy	.281	.107	.094	.832	1.201
	Online_Transportation	.476	.412	.396	.832	1.201

It means that the influence of online transportation (X2) on social behavior (Y) was 16.97% and the influence of digital literacy (X1) on student's social behavior (Y) was only 1.14%.

CONCLUSION

The result of multiple regression analysis shows that simultaneously, digital literacy (X1) and online transportation (X2) have contributed significantly to influence student's social behavior (Y) for 22.4%.

Furthermore; partially; the influence of online transportation (X2) on social behavior (Y) was 16.97% and the influence of digital literacy (X1) on student's social behavior (Y) was only 1.14%.

The model of this research was $Y = 23.261 + 0.139X1 + 0.591X2 + e$. It means that student's who used more intensive online transportation, would be less social on their behavior.

However; digital literacy was insignificant and gave little influence on social behavior because it was just the tool of communication used to socialize in everyday life. Therefore; educators should create more fun learning activities to make students from their gadgets and explain about the positive things to be social people in the real world.

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