
Social Media Smart Ladder Snake: Creative Learning Media for Instilling Social Media Ethics in Secondary School Students

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Abstract

The development of the era has delivered the internet and social media to all generations including adolescents. The APJII survey (2017) showed that the internet penetration of children begin 13-18 in Indonesia reached 75.50%. This shows that the internet development in adolescents has been so large and needs attention. A massive internet development on teenager will have a bad impact if it is not accompanied by education on how to use it safely. Moreover, according to Wahyudin and Karimah (2016) the internet is a vulnerable place for violence, humiliation and decrease of privacy. Psychologically, it reviewed that adolescents and children also do not have good emotional stability (Hurlock, 2011). Thus, adolescents need to get the right education about how to have ethics in social media. There are many ways to educate the adolescents about ethics in social media, one of the way is education. Regarding that, teachers as educators must try to give memorable and meaningful learning to students. On the other hand, according to students, teachers in schools are monotonous and less attractive in delivering material (Leonard, 2015). Based on this, a learning media that makes students more interested in learning is needed. One of the media that can be used to overcome this problem is the use of social media snake ladder. This is a creative media that can be used by teachers to instill social media ethics in an interesting way. The activities in this media use active student learning methods and discussions about social media ethics, such as: do not confide on personal problems, criticize people use private messages rather than in forums, do not share excessive and other photos. This media is played in groups with the same rules as snakes and ladders in general, but this media is 4x4 meters in size and on each board number there are case content about violence on social media that often affects students and they are asked to comment on and resolve existing problems in that case. This will train the students' analysis and logic in thinking. In addition, through this media students will also practice working in a team, respecting the opinions of others, and understanding how to behave effectively using social media and what the consequences are if students do something that broke the rules. In the end, this media can be used as a media for teachers to educate their students in using social media and this media teachers can contribute to create a positive internet culture in their environment.

Keywords

Ethic, Social Media, Adolescents

Background

The development of the era use the internet and social media to all across generations including adolescents. Indonesia is the country with the third largest number of internet users in the Asian region after China and India^[12]. The APJII survey shows that internet penetration of children aged 13-18 in Indonesia reaches 75.50%. This shows that the development of the internet in adolescents has been so increase^[2].

The development of social media especially in adolescents is something that should be considered by everyone. Because besides having benefits, social media also has a negative impact^[1]. Furthermore social media is often a place to cyber violence^[9], humiliation, dissemination of privacy, and other anti-communication behaviors^[15].

Indonesian people may feel how the hot atmosphere that occurred on social media in recent times is due to the agenda of the presidential election in April 2019, where supporters of the number one presidential candidate blame number two and vice versa. Then in the past few months, the Indonesian people have been confused with various hoaxes or hoaxes circulating in the community, this is certainly detrimental to society.

One of the causes of mutual blasphemy, false news, and other cases that occur on social media is happen because the lack of communication ethics on social media^[14]. So from that the planting of ethics in social media is something that is important for the community, especially for adolescents, so that they do not become victims or even perpetrators of cyber violence^[1]. Especially if reviewed psychologically, adolescence and children are they have not good emotional stability^[8]. So that from this thing adolescents need to get the right education about how ethics in social media. There are many ways to educate teens about ethics in social media, one way is through education.

Seeing that, adolescents are of school age and most are in middle school or high school, teachers as educators and parents for children in school have an important role in educate social media ethics for students. One of the efforts, that have been made by teachers to deal with this and provide classroom learning by Elmansyah^[4]. The study provides the conclusion that the effective of material with visual media has a positive impact on students in social media. Another, the teacher respond to the development of social media provide content mastery services using symbolic modeling techniques, such is conducted by Fitriana^[6]. The service provides the conclusion that content mastery services with symbolic modeling techniques are effective in overcoming the negative influence of social media on students of class XI IPS 3 at Jekulo Kudus 1 High School.

However, from several problem that have been made, there are still solution that need to be improved in the efforts of teachers to increase ethics in social media. One of the things that must be improved is the involvement of students in following services. Both previous studies still use teacher-centered techniques so that learning feels boring and less interesting. This is also in have same opinion with Leonard's research which stated that the fact that teachers in schools according to students is a monotonous and less attractive person in delivering material. Based on this, a learning media is needed that makes students more interested in learning^[17]. So from that the author made an idea entitled: Social Media Smart Ladder Snakes: Creative Learning Media to Instill Social Media Ethics in Middle School Students

Discussion

Adolescents

Adolescence is a transition period in the human life that connects childhood and adulthood^[11]. If calculated by age, adolescence is a period where children are taking education at junior high or high school level. According to psychology, adolescence is also called a period of searching for self-identity, a period of change and a period of emotion^[7]. This is also in line with the statement of Hurlock which explains that adolescence and children are a time when they cannot control emotions well^[8]. Even so, adolescence is also an important period in the human life span and has several developmental tasks that must be fulfilled.

One of the development tasks that must be fulfilled by adolescents to achieve their development is achieve new relationships and more mature in accordance with the moral ethics that apply in society^[8]. So from that adolescents need to learn about ways to reach new relationships that are relevant to the ethics that apply in society. One form of communication to achieve new relationships in the era of technological development is to use social media. So from this it can be said that students also need to know how the rules

and ethics of communication in cyberspace. Especially by looking at the phenomena that have been explained previously that on social media there are many cases of bullying, fraud, and violence on social media. This is a challenge for adolescents to adjust and achieve their developmental tasks well.

Social Media Ethics

According to Benton ethics can be interpreted as the study of concepts of good, bad, must, right, wrong and so on or about general principles that justify people in their implications^[15]. Then, social media is a medium for socializing with each other and done online that allows humans to interact with each other without being limited by space and time^[14]. Some examples of social media commonly used by Indonesian people are: Facebook, Instagram, Blogger, Whatsapp and several other applications. From the two meanings, it can be concluded that social media ethics is a concept of the value of good, bad, right, wrong that is adopted by a society regarding behavior that occurs on social media.

Suryaningsih and the proper team to using social media provides a fair clear picture of ethics on internet which also discusses social media ethics^{[13][16]}. Some of these ethics are: 1) Do not use too many capital letters; 2) Avoid mutual blasphemy on social media; 3) Convey criticism through private messages not through forums; 4) Using polite language; 5) Maintain account security; 6) Don't confide in personal problems; and 7) Don't share excessive photos. In addition, the Fatwa of the Indonesian Ulema Council No. 24 of 2017 and Law No. 19 of 2016 also explained the procedures and laws in the internet which also provide guidance on the ethics of social media. The two rules contain many things, such as: the prohibition of users of social media to dont hate speech, prohibition of bullying, punishment for disseminating pornographic material, and others^[5].

Snakes and Ladders Game

Snakes and ladders is a game that uses dice to determine how many steps a player must go. This game falls into the category of "board game" or similar board game with monopoly, halma, ludo, and so on^[10].

To support the objectives to be achieved, the snake ladder game has been modified in several parts. Some of these modifications include: 1) the snake ladder sheet used is 2x2 meters (figure 1). This is chosen because the students can play snakes and ladders in a more interesting way and not sit monotonously on the classroom bench; 2) in each box of snakes and ladders there is a box number used by groups to retrieve content that will be discussed in accordance with the number of the boxes that come out; 3) there is a content card that contains cases or questions related to ethics in social media (figures 2). This content will be discussed by all groups and groups are asked to actively discuss the content.

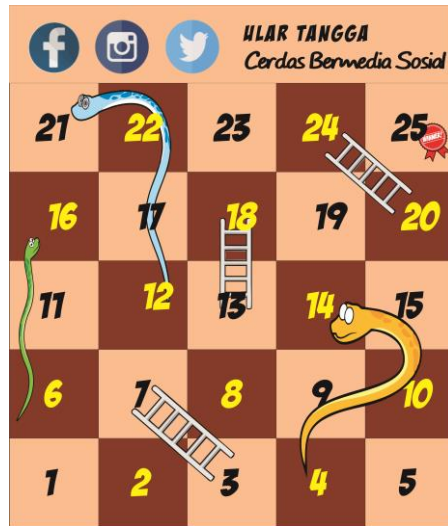


Fig. 1. Snake ladder sheet

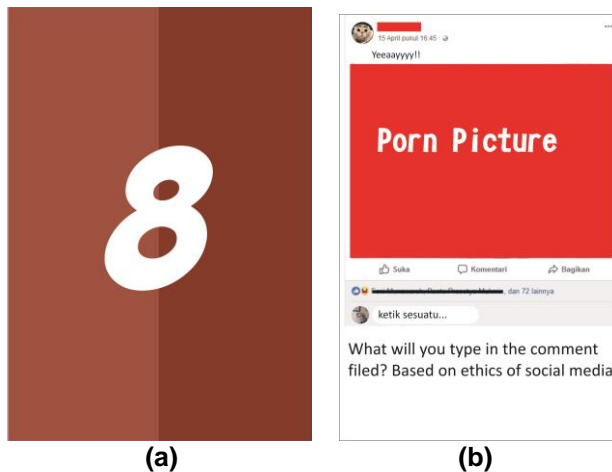


Fig. 2. Content cards

Implementation of the Social Media Smart Ladder Snake Game

This game is intended for students at junior high school level and can be played in classes with a number of players between 10-30 students. In the previous meeting the teacher should have explained in general how ethics in social media, so that in this game students would be easier to follow their activities because they already know the general picture of how ethics in social media.

In the game, all the students in the class at first are divided into four groups, for example the total students in a class are 30 people, the teacher divides them into four groups so that each group has 7 or 8 members. Then each group determines one pioneer who will stand on the snake ladder box in accordance with the dice number that comes out, while the other members gather according to their respective groups. The game starts from one group by throwing snake dice ladders and playing like a snake ladder in general, after the group knows in what number box they stand, they take the case content or questions the teacher has prepared. For example, group one stands at number eight, then the pioneer takes the number eight content that the teacher has prepared (figure 2). The contents of

the content on the paper are then shown to all existing groups so that all groups can find out what problems will be discussed (figure 2). After that the teacher gives about one or two minutes for all students to discuss the case with their respective groups. After the discussion time is over, the teacher gives an opportunity to the group that is playing in advance to respond to the cases discussed. After the group has finished responding, the teacher gives other groups the opportunity to refute the answers or complete the answers from group one. If there are other groups whose answers are better and more complete, then the teacher gives a bonus in the form of an additional round of dice to the group so that the group is more likely to reach a finish faster.

After the group discussion content is complete, it is the group's turn to start the game and do it as did group one. The game will run more interesting if the teacher can prepare prizes for the winning group and certain penalties for the losing group.

Conclusion

The social media smart ladder snake is a simple form of revolution for teachers to answer global challenges in the era of disruption. The role of the teacher in this game is as a facilitator and jury for each answer from the group. The role of the counselor who becomes the facilitator provide enough space for students to learn to discuss and think more actively in their learning. In the end, this game students can learn about ethics in socializing the media in a more fun way and make them better understand how to better use social media.

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