

PERKEMBANGAN LITERASI DIGITAL DI DAERAH

TJUT ZAKIYAH ANSHARI

Sanggar Kepenulisan PENA ANANDA CLUB





PENETRASI PENGGUNA INTERNET



**143,26
JUTA JIWA**



**DARI TOTAL POPULASI
PENDUDUK INDONESIA**

54,68%



262 JUTA ORANG

2016

PENETRASI PENGGUNA INTERNET INDONESIA 2016

**132,7
JUTA JIWA**



47,5% PEREMPUAN

LAKI-LAKI 52,5%



65%

4,7%

15,7%

5,8%

6,3%

2,5%

JAWA

BALI-NUSA

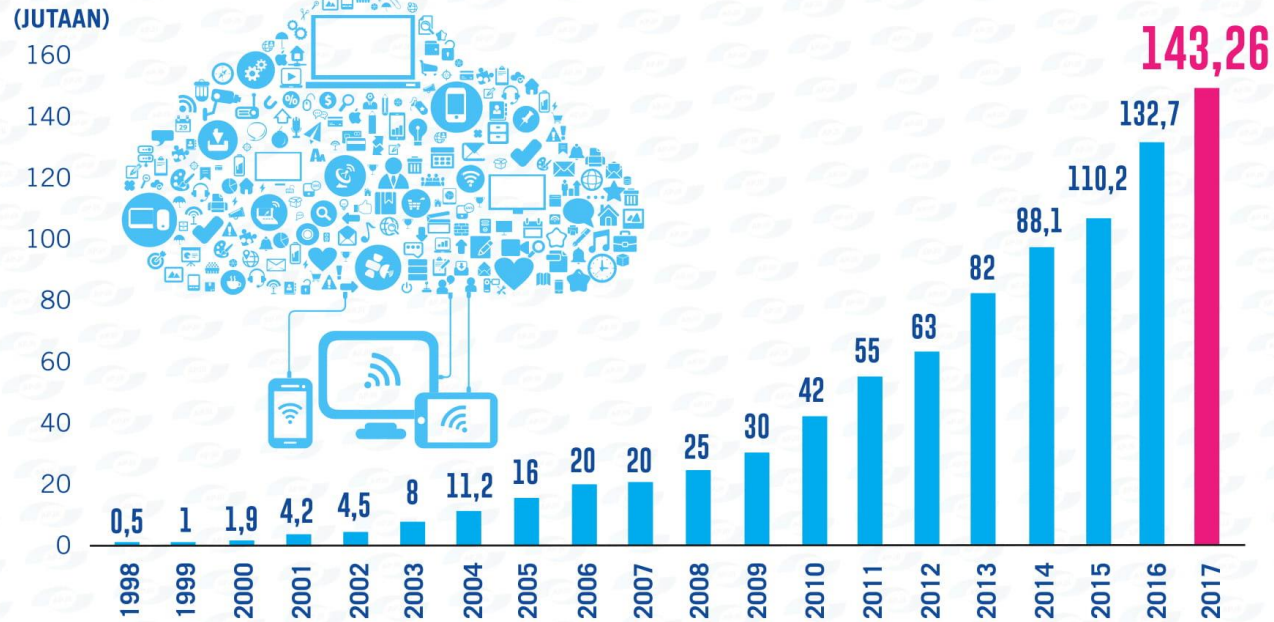
SUMATERA

KALIMANTAN

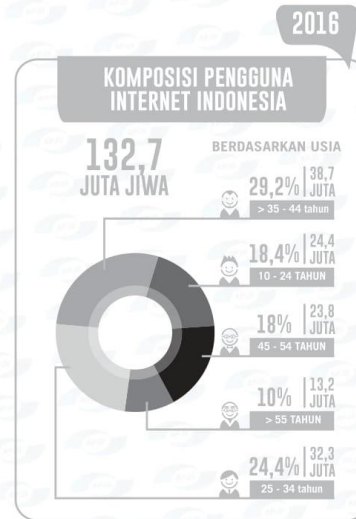
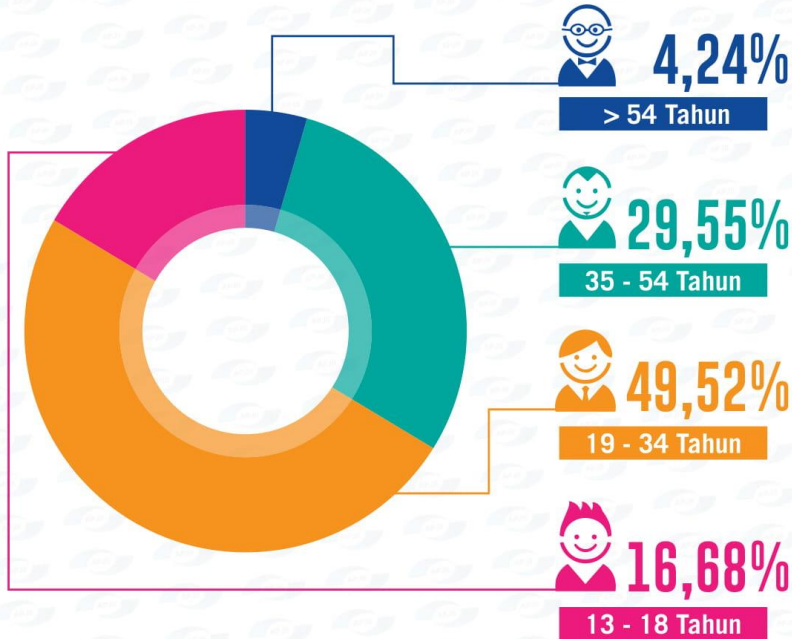
SULAWESI

MALUKU-PAPUA

PERTUMBUHAN PENGGUNA INTERNET

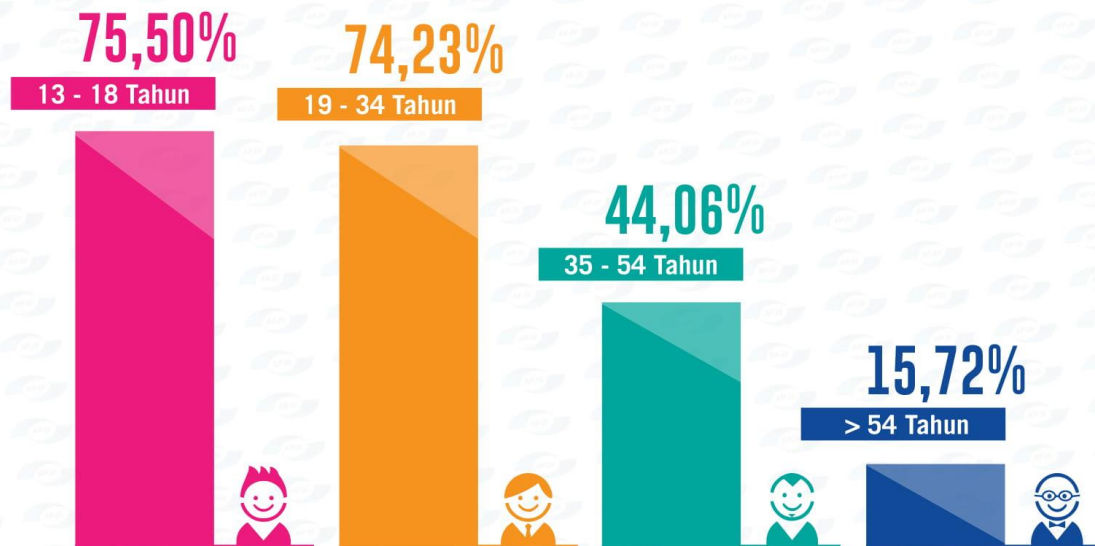


KOMPOSISI PENGGUNA INTERNET BERDASAR USIA

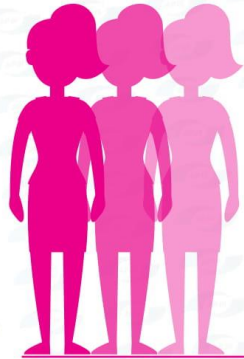




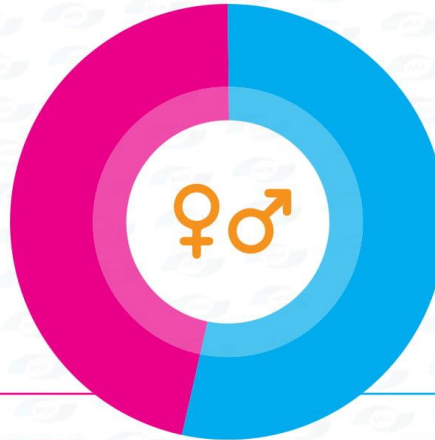
PENETRASI PENGGUNA INTERNET BERDASAR USIA



KOMPOSISI PENGGUNA INTERNET BERDASAR JENIS KELAMIN

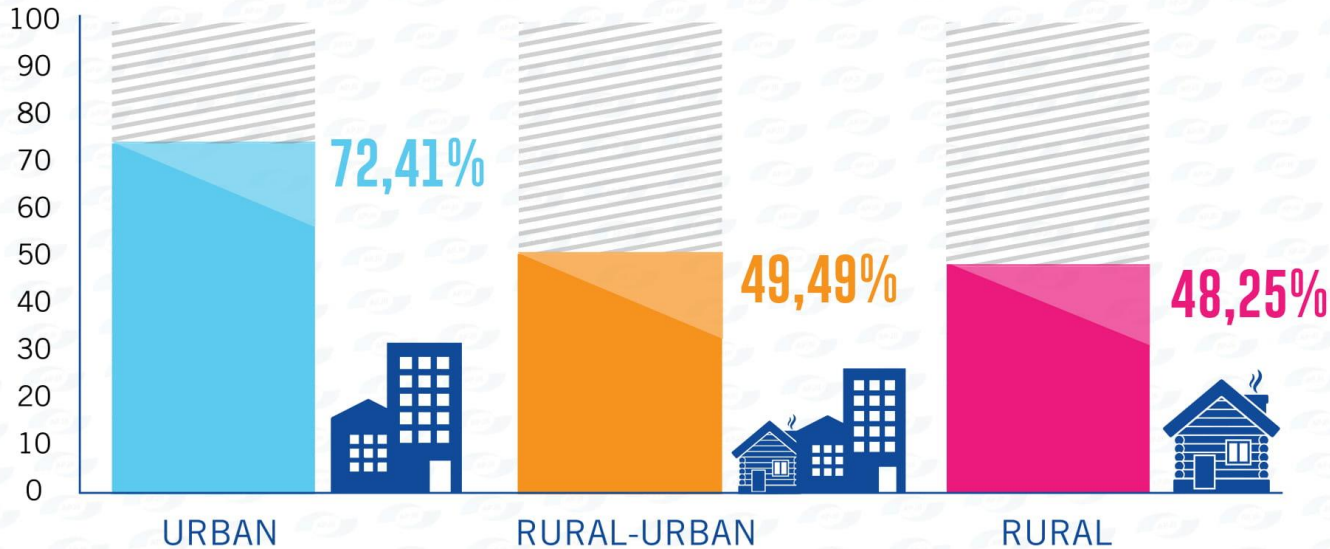


48,57% PEREMPUAN



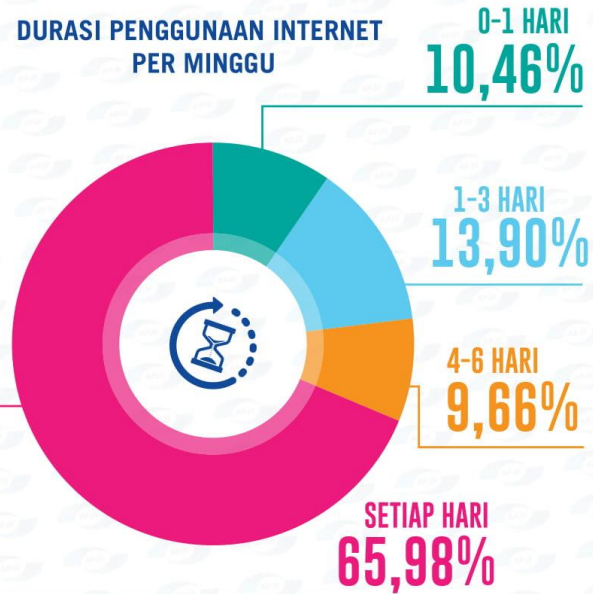
LAKI - LAKI **51,43%**

PENETRASI PENGGUNA INTERNET BERDASARKAN KARAKTER KOTA / KABUPATEN

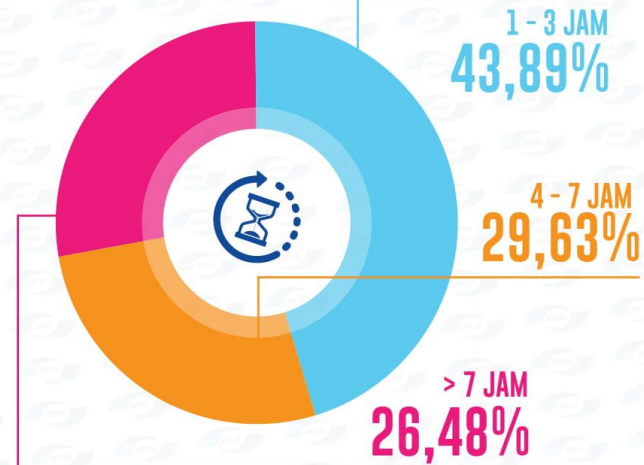


DURASI PENGGUNAAN INTERNET

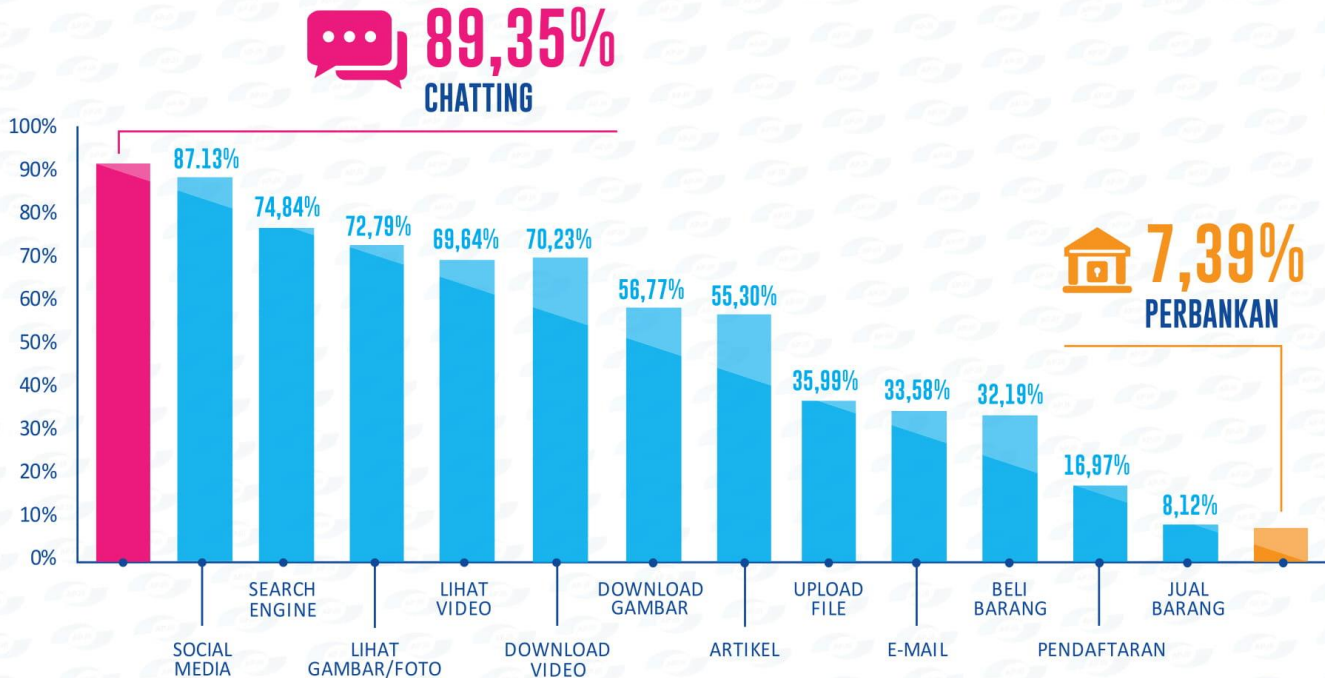
DURASI PENGGUNAAN INTERNET PER MINGGU



DURASI PENGGUNAAN INTERNET PER HARI



LAYANAN YANG DIAKSES



LONCATAN LITERASI

GEGAR
TEKNOLOGI

Traditional Literasi
Reading, writing,
speaking, listening

LITERASI TIK



Computer Literacy – The knowledge and ability to effectively use computers and technology.

21st-Century Literacy – A wide range of abilities and competencies needed to function in our current society (such as reading online newspapers to participating in online classes).



Visual Literacy – The ability to interpret and make meaning from information presented in the form of images.



Digital Literacy – The ability to use digital technologies to locate, organize, and create information.



Social Media Literacy – The ability to communicate appropriately and to evaluate conversations critically within social media, such as Twitter and Facebook.

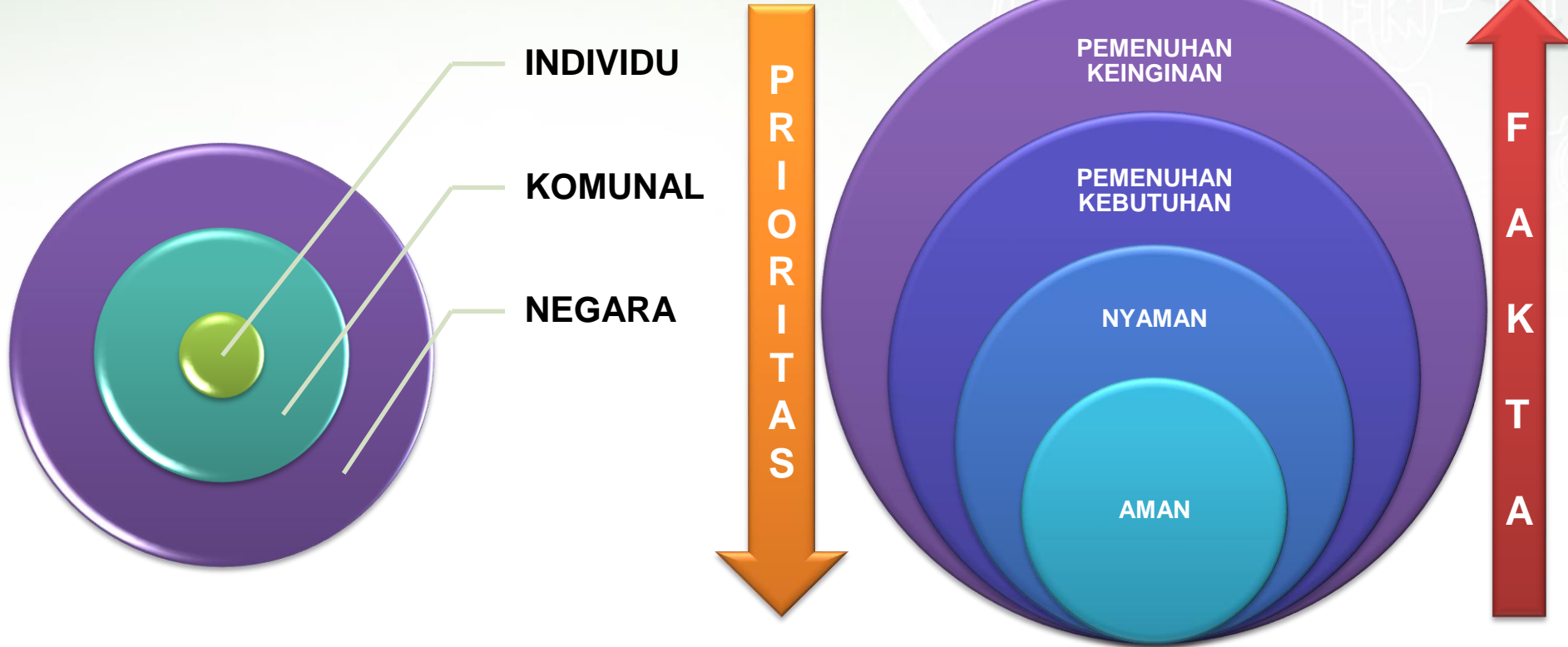


Information Literacy – The set of skills needed to find, retrieve, analyze, and use information.

Media Literacy – The ability to analyze and evaluate messages that inform, entertain, and sell, as well as create messages using technology.



KESENJANGAN



BAHAYA LATEN

Cyber Bullying

- Kekerasan dan Pelecehan melalui internet



Cyber Fraud

- Informasi tidak benar di internet (hoax)
- Penipuan transaksi online



Porn

- Pornografi melalui internet
- Gambar – gambar bugil dan tidak senonoh
- Video Asusila



Cyber Gambling

- Permainan judi berkedok game social media



Cyber Stalking

- Penculikan dengan kenalan di social media



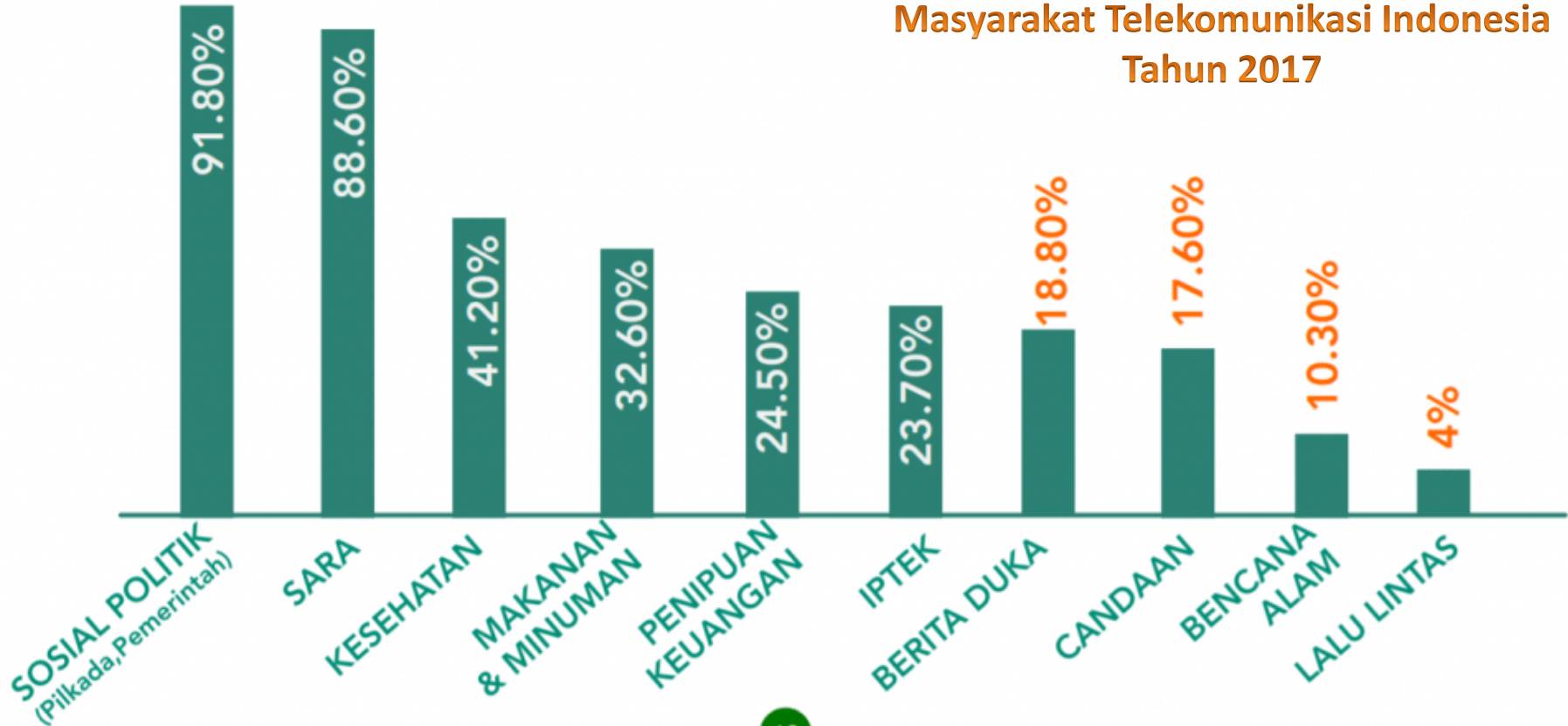


Cyber Fraud

JENIS HOAX YANG SERING DITERIMA?

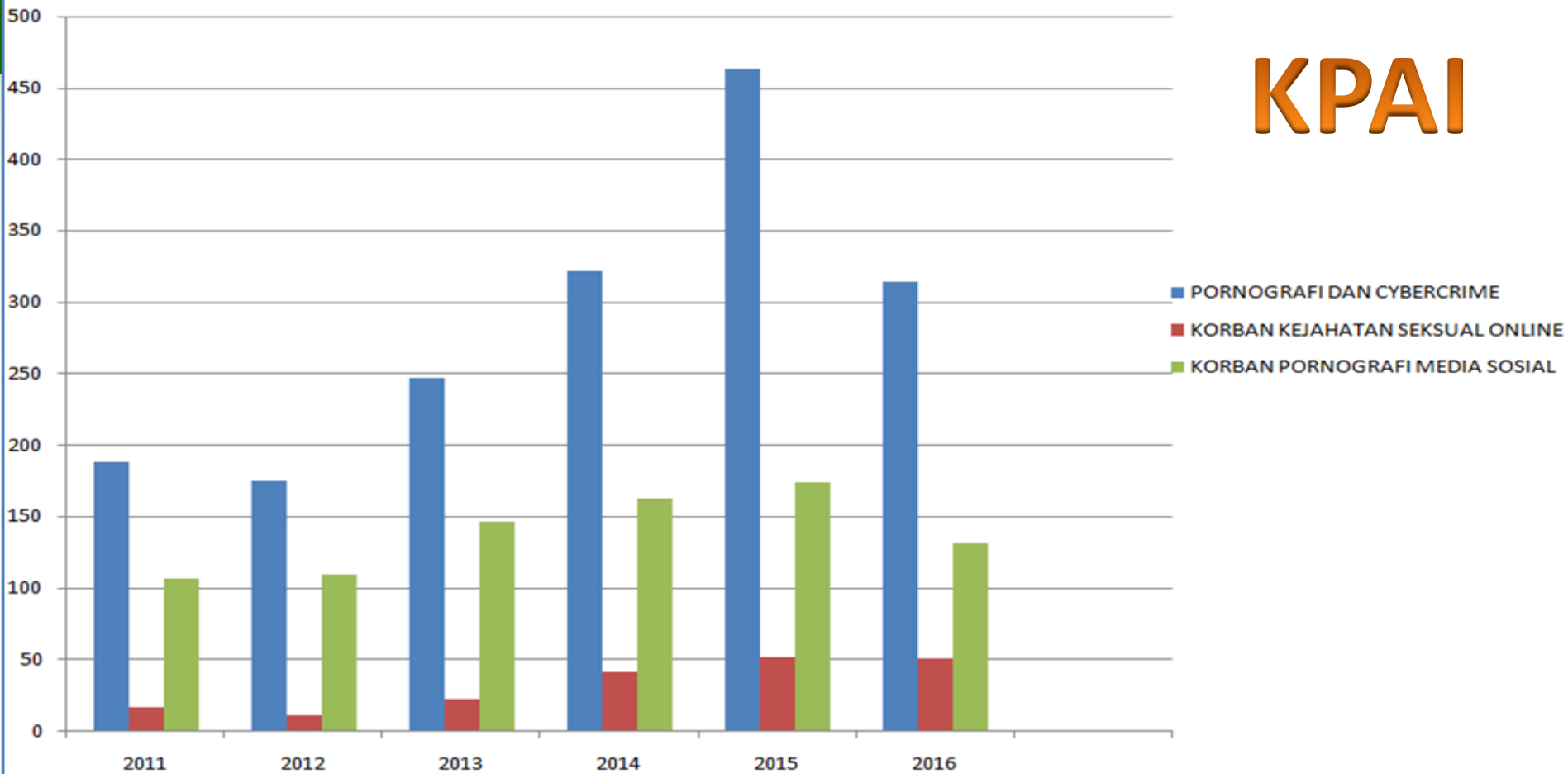


Masyarakat Telekomunikasi Indonesia
Tahun 2017



GRAFIK JUMLAH CYBERBULLYING TAHUN 2011-2016

KPAI



SINERGITAS



**MENGUATKAN LITERASI
TRADISIONAL SEBAGAI
FONDASI LITERASI DIGITAL**



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