

Digital Citizen Contributions as well as the Transformation of Society 5.0 through Economic Civics

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Abstract: Technological advancement has changed the values - the values of life in society that have influenced the lives or behaviors we know as digital citizens native. Today's use of technology is not only a lifestyle but also the economic life continues to revolve as the technology advances. Transforming the tools of payment also plays a major role in the life of the younger generation. The transformation of society 5.0 also affects young citizens into easy, flexible and efficient, which the role of society 5.0 always provides what today's young citizens need primarily to support the economy of Indonesia

Keywords : Citizen; Society 5.0; Economics

INTRODUCTION

Technological progress cannot be avoided in this life, because it will run in accordance with scientific advances. Sukmadinata[1] (1997:67) states that technology has existed since ancient times or humans have used technology. In ancient times, humans broke candlenut with stones or picked fruit with poles, actually using technology, namely simple technology. Every innovation is created to provide positive benefits for human life. Technology also provides many conveniences, as well as a new way of carrying out human activities. Humans have also enjoyed the many benefits brought by technological innovations that have been produced in the last decade. Humans use technology because they have reason. With reason, humans want to get out of trouble, want to live better, safer, and so on. Technological developments occur because a person uses his mind to solve every problem he faces. Advances in technology have changed the values of life that exist in society so that it affects the life or behavior that we know as digital native citizens.

The current use of technology is not only used as a lifestyle, but also economic life continues to revolve along with the advancement of technology, the transformation of payment instruments also plays a very important role in the lives of the younger generation. According to S.S W and Darmawan[2] (2020:248) E-money or electronic money is a means of payment in electronic form where the value of the money is stored in certain electronic media. The e-money payment model is commonly referred to as electronic payment which is usually used in banks or with other explanations according to Warjiyo[3] (2007) in Purnamawati[4] (2021: 281) Electronic payment system is a payment system by applying technology for banking effectiveness that is faster, more precise and accurate in order to increase banking productivity.

The role of citizens in the use of digital payments which is dominated by the younger generation is of course the implementation of one of the learning visions of civic education, namely civic intelligence. According to Putri and Dewi[5] (2021:45) education vision to educate nation's life is a

prerequisite for the development of democracy in a broad sense by requiring the realization of a civic culture as one of the determinants of the growth and development of a democratic country. From this description of course with technological developments, especially in terms of digital payments which are more dominantly used by young citizens, it is the embodiment of civic intelligence. through economic civics, especially in the era of society 5.0 where mastery of technology must touch all aspects, especially the economy.

METHOD

The method used in the article entitled Contribution of Digital Citizens and Transformation of Society 5.0 Through Economic Civics uses a library study. A literature study according to Mardalis[6] (1999) is a study that is used to collect information and data with the help of various materials in the library such as documents, books, magazines, historical stories, etc.

RESULTS AND DISCUSSION

Citizens are people or residents who are domiciled in a region or country. According to Kaelan[7] (2016) citizens are people who live in a certain area and people in relation to the state, citizens have obligations to the state and vice versa citizens also have rights that must be granted and protected by the state. Thus, those who become citizens of a country are people who are domiciled in a country. Based on the 1945 Constitution in Article 26, what is said to be a citizen is as follows: 1. Citizens shall consist of indigenous Indonesian peoples and persons of foreign origin who have been legalised as citizens in accordance with law. 2. Residents shall consist of Indonesian citizens and foreign nationals living in Indonesia. 3. Matters concerning citizens and residents are regulated by law. Based on this definition, it can be concluded that citizens are people or residents who are domiciled in a region or country and these people or residents are regulated by law. The contribution of citizens in the article entitled Contribution of Digital Citizens and Transformation of Society 5.0 through Economic Civics is more about how the role of young citizens in utilizing technology, especially transactions through technology that is very readily available in the current era.

SOCIETY 5.0

Society 5.0 era, according to Rahmawan and Efendi[8] (2022:37) is an era, where the people live in the industrial era 4.0. The industrial era 4.0 is an era in which people's activities are interconnected by internet or satellite networks, so that a paradigm emerges; an era of very sophisticated human life. The era of society 5.0 is a period that is human-centered and technology-based. Therefore, artificial intelligence (artificial intelligence) will be fully dedicated to improving human ability to find and open various opportunities that are owned by humans. Cahyadiana[9] (2019) adds that this era requires the human resources needed in the era of society 5.0, including: 1) leadership, 2) language, 3) IT Literacy, and 4) writing skills. So, the era of society 5.0 forces qualified human resources; having capacity in their field and applying them in life without losing the noble values based on their beliefs. In an article entitled Contribution of Digital Citizens and Transformation of Society 5.0 through Economic Civics it is more visible how citizens intelligent in using IT literacy and other skills. The transformation of Society 5.0 also affects young citizens to become easy, flexible and efficient in which the role of society 5.0 always provides what young citizens need today, especially to support the Indonesian economy.

ECONOMIC CIVICS

Economic civics according to Danial[10] (2018) are two interrelated concepts, one economic concept and one civic concept. The concept of the economy is interpreted as a human effort to improve their welfare. The efforts of every human being in production, consumption, and distribution are carried out individually or in groups. An system in which the decisions of what, how, and for whom to produce are based on custom or habit. Because it is stated that humans are required to make decisions, what, how and for whom they produce based on their needs and habits or systemically mentioned economic systems such as: traditional economy, command economy, market economy, mixed economy, scarcity, need, want. Mubyarto[11] (1999) explains that the economy can be carried out by the government or by the community, or both depending on the economic system carried out by the country concerned. The substance of economics as a science, classical, neo-classical and modern, discusses more interestingly and is very popular in the world of science, even considered as the queen in social science.

The contribution of citizens in the digital era, especially young citizens who are more dominating and proficient in the use of electronic media, is a distinct advantage so that everything is fast-paced and practical. In terms of the economy through e-commerce, it is also expected that all transactions will be easier, how today can we see the sale of online goods, MSME products that can be recognized quickly, the banking sector is also competing to offer mobile banking with various conveniences, in the transportation sector, it has also done Healthy competition between companies in providing excellent service through online payments, even in the sports sector, doesn't seem to want to miss how to sell match tickets online, it's easy, practical, and saves time without having to come to the venue to queue to buy tickets and of course take part in activities such as seminars or seminars. Even international conferences can be easily reached with e-commerce. Today's practical matters are preferred by young citizens who have transformed and mastered the competence of society 5.0, especially in the economic field.

CONCLUSION

The ability of citizens to master the competence of society 5.0 is one indicator that a country is advanced, so support from the government is also needed in the development of these competencies, the contribution of economic civics through e-commerce also strengthens the contribution of citizens in transforming into the era of society 5.0, even in important fields such as: trade, industry, transportation and even the world of sports do not want to be left behind with the conveniences provided in the era of society 5.0

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