Youths' Digital Literacy Skills: Critical Thinking to Participate in Elections

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ABSTRACT

The purpose of this study is to examine how to enhance the critical thinking of young people through digital literacy skills. Furthermore, the ability to think critically is seen from the perspective of building active participation in general elections in Indonesia. A literature review was used as the research approach in this study. The results show that based on the challenges of digital life, the younger generation falls into two categories: objects and subjects in general elections. The dominant key to the success of digital literacy lies in the ownership of digital literacy skills, more specifically leading to critical thinking in responding to all events in the general election phenomenon in Indonesia. The design of the digital literacy-based democracy movement includes viral party centers, online forums, digital party organizations, online campaigns, and online protests. Critical thinking in generating active participation in elections includes several elements: digital skills, ethics, safety, and culture. So that the output of active participation is in the form of supporting general elections, monitoring, channellings vote correctly, and being responsible.

INTRODUCTION

The challenge of living in the virtual and real worlds lies in the skill to adjust to each other. Digital literacy is needed in the use of technology. One of the components of a technology-enabled environment is digital literacy (Gilster & Glister, 1997; Hidayanti, 2021). Applying digital literacy can make people much wiser in using and accessing technology. In the use of digital technology, it has relevance to various fields, including education (List, 2019), politics (la Rose & Detlor, 2021), public service (Evans & Gomes, 2017), social (Podgorny & Volokhova, 2022), economics (Gautam & Kanoujiya, 2022),

religion (Susilawati et al., 2021) until lifestyle (Oh et al., 2021). The objects presented are information and communication; digital literacy is related to users' ability to use technology wisely to create positive interactions and communication.

Based on data Aptika Kominfo (2020) shows that the level of digital literacy throughout Indonesia from 34 provinces is moderate. However, there are regional differences in reading in-depth, identified in three categories: the West, Central, and East regions. Although these three regions are at a moderate level, in the eastern area, the values displayed are slightly higher, approaching the excellent category. Meanwhile, it is relatively small for the east region to reach the lousy threshold. As for the West, the position is at a moderate point. Meanwhile, indicators that can distinguish digital literacy levels can be seen from age (Jin et al., 2020), gender (Jan 2018), demographic (Tirado-Morueta et al., 2018), education (McDougall et al., 2018), and intensity of internet access (Grinshteyn, 2018).

On political issues, digital literacy correlates with general elections shortly. Digital skills, ethics, safety, and culture measure elements that support digital literacy in broad choices. The most appropriate target in various studies mentions that today's young people must acquire digital lottery skills. It is because the percentage of young voters in Indonesia increased from the 2014 election to the 2019 election, according to survey data. Still, this increase has only been seen in election participation up to this point (Centre for Strategic and International Studies (CSIS), 2022). In contrast, if we look at the digital phenomenon, it is young people spearheading changes in civilization (Arpannudin & Aulia, 2020; Facer, 2016). It raises questions about the actual condition of young people in responding to elections amid the splendor of the digital world.

From various studies, the dominant key to the success of digital literacy lies in the ownership of digital literacy skills (Alexander et al., 2017; Chan, 2017; Cote & Milliner, 2017; Greaves et al., 2012; Hall et al., 2013; Kenton & Blummer, 2010; Phuapan et al., 2016; Radovanović et al., 2020), more explicitly leading to critical thinking in responding to all events in the general election phenomenon in Indonesia. Predictions appear that young voters will dominate in the 2024 General Election, reaching 60% of the total permanent voters. Indeed, an opportunity and concern for election participants or political parties. Not only should they compete for their attention and votes, but election participants must also provide excellent and healthy digital political literacy. In the last decade, we have seen how electoral politics has become an arena where truth and lies intertwine, giving rise to confusion, social conflict, and societal polarization. Elections in various countries, including Indonesia, have become a post-truth political arena because the boundaries between truth and lies are blurred.

Numerous studies have been conducted on related subjects; there is a discussion of the relationship between social media use and government policy in the context of overall political participation (Anggraheni et al., 2021). Saud et al. (2020) discover the preferences and contributions of young people to political involvement in Indonesian discussions today. Then, Saud & Margono, (2021) also look into how young people are affected by digital media and, in one instance, how they use these platforms to engage in politics. In the meantime, this study focuses on enhancing young people's critical thinking. In the past, a survey by Prasetiyo et al. (2021) also served as the base for this one. We then contextualized it to reflect the circumstances of the upcoming elections in Indonesia.

METHOD

For this study, a literature review was used as the research approach. The literature review is a framework, paradigm, or viewpoint for analyzing and categorizing data obtained during the research (Creswell & Creswell, 2017). We follow the guidelines of the literature review by Galvan & Galvan (2017). Start from selecting a topic; determining the sources; conducting data searching strategies; then analyzing and synthesizing the literature. This study examined how to enhance young people's critical thinking through digital literacy skills. Then, some sources listed from various kinds of national and international articles last five years should be current and relevant. This study's primary sources come from several services that picked recognized journal publications, including Scopus, Taylor & Francis, Sage Publication, and Science Direct. Keywords such as digital literacy, internet literacy, young people, and digitalization, among others, are utilized to locate the papers required for this study. The author then independently examines and chooses the title that best suits the study's subject matter. The collected article findings are then evaluated using the information supplied utilizing a descriptive analysis approach. This scenario analyzes and explains the literature finding and proposes a new framework.

RESULTS AND DISCUSSION
Democratic and Digital Literacy

Elections are an instrument of democracy. The technic for measuring the creation of a positive general election must be able to describe a clear positive correlation between important emphases but keep in mind that one thing that also affects the composition of democracy, namely the digital technology component (Ganghof, 2015; Lührmann et al., 2019). The idea that solid committees facilitate the proportional influence of minorities may be overly optimistic, which was assumed in the studies rather than empirically tested. Moreover, if it measured the 'rule of decision' by constitutional veto points, it would not find a strong correlation with electoral rules (Abramowitz & Repucci, 2018).

Reflecting on the story of American society (Svolik, 2019), in this area, digital democracy is polarized and has begun to develop earlier and more rapidly. Phenomena in the analog world fade and are replaced by a digital world with telephone functions, computer networks, and televisions, whose numbers are increasing daily. The existence of information and communication technology is not only related to the availability of adequate physical infrastructure, although it cannot be denied that this infrastructure is one of the prerequisites for success. The most important thing is technology's ability to bridge distances and expand access so that information can be used anytime and anywhere (Hooker, 2019).

Based on various studies, digital democracy is associated with the freedom to obtain and provide information rather than the potential to gain access in the digital political process. The existence of information and communication technology is a cross-border intermediary in presenting and accessing information for the public. The critical point lies in the ability of the public to use the information available to form their opinions on public issues which will then influence the formation of public policies. Unlike the image of Athenian democracy (PETRA, 2008), Athenian democracy required a general commitment to the principles of civic policy: devotion to the republican city-state and submission of private life to public affairs and the common good (Held, 2004).

The public and private domains are intertwined. The people (demos) were involved in legislative and judicial functions because the concept of Athenian citizenship required their participation in these functions by direct participation in state affairs (Tridimas, 2019). The conditions at that time were full of uniformity; the initial state of democracy, characterized by a single-constituent configuration of demos, simple majority voting, and a lack of organized groups; Irrelevance of holding public office to determine public policy (Shino & Smith, 2022); appointment of public office through sorting (Marshfield, 2022); and voting on one-dimensional issues (Jensenius & Suryanarayan, 2022).

Contrastly, when it comes to political conditions in Indonesia, there is a discourse in which politics no longer prioritizes rational discourse but rather emotional arguments rooted in people's fears, worries, confusion, and polarization (Webster & Albertson, 2022). This condition is also driven by internet-based digital communication technology that allows information sources to no longer be centralized at one point but to spread everywhere. Politicians believe Cyber open space to be a functional space for political communication, campaigning, and gaining support. For the public, cyberspace is used for self-actualization and providing support to the candidates it supports. It can be seen that the condition of Indonesia has begun to follow the conditions of other developed countries in terms of democracy and digital literacy.

Furthermore, what becomes a gap in daily conditions is the position and level of digital literacy skills that demand accelerating with speedy technological changes (Tulungen et al., 2022; van Kersbergen & Vis, 2022). Digital literacy is the ability of people's works to search for information, analyze, find, and distribute it in producing information. The Peaceful Election Campaign Program, through digital literacy, will be focused on preventing the rise of hoax information circulating in the community. In some cases, digital literacy campaigns need to be carried out routinely because, until now, there is still a lack of public awareness to report false information. Digital literacy is essential so people can maintain democracy in the digital space starting to warm up ahead of the General Election.

The digital public space designer concept (Keller & Klinger, 2019) that fits the conditions in Indonesia is digital political communication which is married to electronic and digital democracy. The basic principles of the concept consist of first, the center of the viral party, where the party applies digital techniques in campaigning. In Germany – as was later followed by Indonesia – the emergence of political Facebook reflects the development of digital democracy. Second, forums, chats, and events are channeled through social media (Magin et al., 2017). It prompted young people to polarize a particular option—third, digital party organizations like those in Indonesia, where young people want to establish parties. The party is claimed to represent young people's aspirations; call it the Indonesian United Party (PSI). Fourth, online campaigns become content that is easily accessible to young people because they tend to be carried out on social media. Fifth, online protests have become unavoidable in expressing opinions through comments or making petitions, a digital habit of young people today.
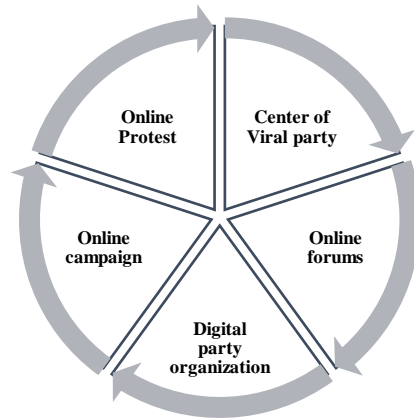
Figure 1. Design of Digital Literacy-Based Democracy Movement
Source: Results of Analysis, 2022

Democratic breakthroughs channeled through digital/virtual means seem to be a new form of capacity building for citizens to develop and enhance social movements. Suppose in the 17th and 18th centuries, the roots of European and American social movements were present in the form of people's revolutions against the authoritarian monarchy so that several elites and people questioned the state's claim to democracy, along with the development of literacy culture and technology. In that case, social movements for democracy can be accommodated in a larger context and capacity (Wodak & Krzyżanowski, 2017). Strange incidents in the context of digital democracy in Indonesia include conducting covert campaigns on social media, black campaigns based on religion and ethnicity, negative campaigns with viral methods, and hate speech.

Youth Critical Thinking Patterns in Interpreting General Elections

Young voters in the 2024 election are grouped into two generations. First, the millennial generation who were born in the period 1981-1996. In Prasetyanti (2017), this generation is also known as Generation Y, who are familiar with technology such as computers, video games, and smartphones. Second, generation Z was born in the 1997-2012 period. Generation Z is the generation after the millennial generation, which is a transitional generation of the millennial generation with increasingly developing technology. According to research from (Data Reportal 2022), Indonesia's social media users reached 191.4 million in January 2022. This figure is reported to be equivalent to 68.9% of the total population in Indonesia. Other research conducted by marketing agencies (We Are Social & Hootsuite, 2022) revealed that half of Indonesia's population is already actively using social media, with millennials and generation Z dominating as the most social media users.

Meanwhile, regarding political participation, data from the General Elections Commission (KPU) also shows that the number of millennials or young voters in the 2019 election has reached 70–80 million out of 193 million voters. That means 35%-40% of young voters already have power and significantly influence the election results. There is an expectation that young voters are not apathetic to politics, but increasing their political participation requires a different way to keep up with the times.

Young voters are of particular concern today in Indonesia, and this is because they are at the forefront of implementing imitative principles. In addition, another reason that

can be explained is that the younger generation is very close to technological progress and acceleration. How not? They have a double life between the world of Amaya and the real world. In connection with this, their dominant life is in the cyber world. All activities, from receiving, creating, downloading, uploading, and disseminating information, are carried out massively through social media. So as mentioned in the previous theoretical framework, digital activity correlates with digital literacy abilities.

Digital literacy skills are intended so young people can carry out their digital activities healthily and intelligently. Digital literacy skills include creativity, critical thinking, sociocultural understanding (Churchill, 2020), information curation, e-safety (Kateryna et al., 2020), practical and functional skills, and also proficient communication (Suárez & González Argüello, 2020). Reflecting on cases of negative campaigns, black campaigns, and hate speech in the case of general elections, critical thinking skills are the primary key so that these incidents do not occur. Connecting it with several elements that support digital literacy in terms of available choices measured from digital skills, ethics, safety, and culture (Suárez & González Argüello, 2020). For example, the issue of hoaxes related to the black campaign in voters is very much scattered. Public awareness to report to the government is still lacking, and actions to minimize hoaxes' spread are still far from ideal. Of all reports received by the government, most information is still about pornography and gambling. While hoaxes regarding politics, ethnic, religious issues, and others are still lacking, even the count is still in the hundreds. Aptika Kominfo (2020) reported that Kominfo had blocked 880 thousand fraudulent sites. Nearly 70 percent are pornographic and gambling sites. Meanwhile, hoax information about politics, economics, religion, and others began to appear in various regions. It refers to the context of the importance of digital skills to young voters.
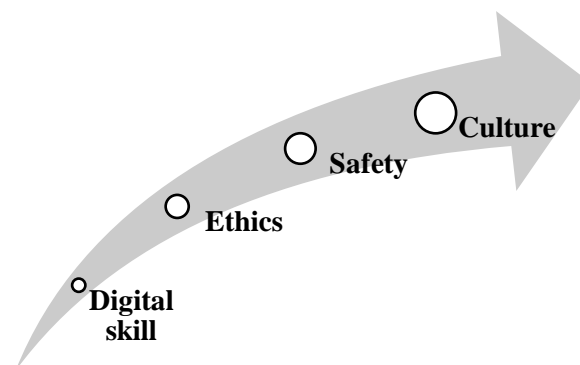

Figure 2. Supporting Elements of Digital Literacy in Elections

Source: Results of Analysis, 2022

From an ethical point of view, education about social media ethics is essential. Through digital literacy, people can use social media to strengthen unity and integrity. For example, fake news or hoaxes circulating digitally can affect democracy nationally. To prevent the public from being easily provoked by hoaxes, Kominfo, through digital training, provides two simple ways to identify hoaxes. First, information is potentially a hoax if it is too good or too bad to be true. Second, the public must check whether the mainstream media publish the information. If it is in the mainstream media, double-check the information in other media. Ethics is an integral part of upholding democracy

because, as it has become a common understanding, cyberspace is a borderless and free world (Aptika Kominfo, 2020).

The moment of the general election allows the creation of social conflict. Simultaneous general elections in 2024 in Indonesia can potentially cause social conflict compared to previous legislative and presidential. In vice-presidential elections, it requires general election standards with integrity by following formal legal and ethical procedures in a democracy that must be carried out by general election organizers, election participants, and picky. Based on Law No. 7 of 2017 on General Elections in article 448, paragraph 3 explained that the forms of public participation include not taking sides that benefit or harm election participants and not interfering with the process of organizing the general election stages. It is closely correlated with election ethics.

The community is the owner of the highest sovereignty in Indonesian democracy. In order to maximize the problem, build the quality of the general election, and ensure the results of the vote cannot be manipulated. It is related to safety in the political communication process carried out by young people. Salvation is obtained from providing the right and proper political education to the younger generation so that they understand the value of general elections (Khodjamkulov et al., 2020). Without an excellent political education, young people's perception of political contestation is more defined as an effort to seize and perpetuate power. Political education schools must be able to direct and return politics to its true meaning because many assume that politics is the fastest way to get rich and accumulate wealth. It is caused many corruption cases to have been revealed involving political elites, members of the legislature, and regional heads.

Political education must realize that the estuary of political activity is the community's welfare, not the noise of the elite, the noise of people over (Wright, 2020). Nevertheless, politics is a matter of public policy formulation and evaluation of the achievement of development goals. It has also resulted in many potential millennial youths who are capable and reluctant to participate in political activities. They prefer to build startups or entrepreneurship rather than enter the political stage, including choosing social or philanthropic activities as the antithesis of the political elite's insensitivity to the crisis faced by society. Other problems in the election include buying and selling political vehicles, spending a lot of money, and culture shock. In Kuo & Marwick (2021), politics is a tool of development control and must be placed in its proper position. They are making politics a means to manage resources effectively and efficiently to achieve the noble goal of prospering the community. Building safety requires political education that is easier to understand—for example, instilling social media literacy and utilizing community and community institutions to educate.

Regarding youth culture, so that they are more active in participating, the minor locus is the family (Bennett & Kahn-Harris, 2020) according to the classical paradigm. Today, the family is not the first filter in cultivating political awareness, but social media, the environment, and virtual communities. Cultural and political awareness can be created through interactions in social media because this is more binding and creates adequate and close social cohesion, called social solidarity. Social cohesion aims to fight a culture of apathy towards a culture of active participation; the wave in social media must be associated with a positive hyperreality of political moments and a positive value

for young people's involvement. This culture is the foundation for influencing a young community that contributes to the nation.

Although the younger generation has the responsibility and obligation to participate in general elections, the burden of the general election only sometimes falls on the younger generation. The logic allowed is that the younger generation becomes the subject of elections in the sense of having an active role in general election participation. Meanwhile, as an object, youth are positioned as human beings who receive increased capacity and quality of life, primarily related to political awareness, to form a clean political culture and uphold democratic values. Furthermore, mutual trust, one of the leading social capitals, will be lost. As a result, distrust emerged in society, namely people who lost their trust, both among individuals and against state institutions. Feelings of security will be replaced with feelings of insecurity. Through the implementation of the general election system was changed directly by the people, the general election contestants will face the reality that the community (supporters) is the key to a contestant's success in emerging as a competition winner. The contestants will be increasingly challenged to win, satisfy, and convince voters to vote for themselves in the democratic party being held. So it is in this position that youth must be properly and well literate.

The Urgency of Critical Thinking in Digital Media for Active Participation in Elections

Reflecting on the 2019 general election, some predict that this agenda, especially during the campaign period, will increase the spread of fake news, hoaxes, and disinformation. On the website of Bawaslu RI (2022), this prediction poses a threat to youth's active participation in the 2024 general election. This agenda aims to make society more polarized due to the actions of particular political interests that are unhealthy and irresponsible. Today, technology controls the situation and atmosphere in general elections, both in preparation and evaluation of general elections. The embodiment of good digital political literacy is vital for its existence in Indonesian society and the youth's current and future conditions.

Political elites, political parties, election organizers, and related stakeholders certainly have a responsibility and must always strive for it. Political literacy does not only lie with stakeholders and stakeholders but is the responsibility of all citizens, especially young people. Especially in political literacy activities, all elements of society are involved in the process. Digital political literacy is an activity to disseminate information and education in the digital world (Pirnazarov, 2020). In addition, it is accompanied by discussions on various political issues to create a politically literate person who is not easily divided. That way, they become citizens who are intelligent, critical, mature, aware of their rights and obligations, and constructive in viewing politics and power. Digital political literacy in the context of elections can be understood as the ability of the community to define their needs for political substance, especially related to general elections.

In understanding what information-seeking strategies are, who, how, and why they should choose, young people, are equipped with essential skills to manage information wisely (Saura et al., 2022). The younger generation can access information about the figures who will represent them in the future. Then they can compare and evaluate the various political offers they face.

Furthermore, they are expected to be able to organize, synthesize, and form a network of rational voters in the transactional process with potential leaders who will be mandated with power by them. It is where the existence of social media is tested in the context of an essential and influential role in political literacy. Social media is considered a new public space in the process of strengthening democracy in the cyber world (Rosa, 2022). The internet can be an intermediary for forming an emancipatory, wise, and free society structure.

Young voters can express their knowledge, attitudes, and abilities freely without feeling awkward by covering an understanding of politics and participatory democracy. There, citizens also know how the government works properly and know and act critically regarding crucial issues that develop. The ease of using social media should provide correct information, and it only cares about the ethics and correctness of information after it is conveyed to the public and young voters as social media users. It is an effort to provide good political education. Regarding breadth of reach, social media should be used to build political communication networks that provide positive insight and education about politics in the life of the nation and state. The bond of political stratification inherent among social media users should be used to build the principle of open communication to achieve an intelligent and democratic information society. Active participation includes supporting the electoral process, conducting oversight, channellings votes properly, and being responsible for sharing personal political activities.

Based on Dvoskin (2022), Participatory supervision aims to prevent many election violations from occurring, thus encouraging the implementation of an honest, fair, clean, and transparent election process so all parties can accept the results, both election participants and the wider community. These principles and principles of the selection form the basis for skills improvement correlated with the digital skills of the younger generation. So far, many young people still need to learn about the general election that will be held in 2024. Based on the survey results from the survey agency (Charta Politika Indonesia, 2022) which stated that only 59.7% of respondents stated that they had known information about the 2024 General Election. Thus, it continued, meaning that 40.3% admitted they did not know those general elections would be held simultaneously in 2024. Respondents of the younger generation showed apathy and tended not to care about Indonesia's political and democratic conditions.

Another activity that is part of the active participation of youth through critical thinking is channeling voices properly. Using the right to vote becomes a step if the younger generation ignores the essence of politics, democracy, and elections. For decades, young voters were seen as floating masses whose votes could technically be traded and manipulated. It is based on the indifference of young people in choosing future leaders for their country. The role of youth in elections can be actualized into at least three positions (Bandarudin, 2022).

First, it involves themselves as election organizers at various levels, from the regional to the village. The benefits obtained from the role of an election organizer are empirical and technical knowledge about the implementation of elections (Mahyudin et al., 2022). The youth will know the difficulties faced in the field as election organizers. By involving themselves as election organizers, they will also realize that working as an organizer is more challenging than it seems. They should feel ashamed if, in the field,

there are still election organizers who are dominated by the generation over the age of 40.

Second, youth can take advantage of their role as a winning team for one of the presidential or legislative candidates. The goal is to gain experience in politics and election dynamics (Tania et al., 2019). The experience gained in the field as a winning team will be later helpful for the maturation of democracy. That way, all forms of differences of opinion caused by differences in support found in the field become a matter of course.

Third, through an educative role in the community. The youth can realize this role by establishing a kind of independent democratic institution or election observers (Mulia, 2019). The institution is intended among the youths in the position of parties outside the circle of support for inter-candidates. That way, some young people can take a distance to see the dynamics and political realities. They will also see the dynamics during the election from various perspectives. The roles are expected to form the side of idealism as an expression that is identical and inherent in the younger generation's soul amidst the challenges and dynamics of the political year.

Moreover, the fact that they are the majority voters pinned by the millennial and generation Z groups also makes many parties will eye these two groups. The temptation will undoubtedly come from various angles. In the future, we may see many declarations of support for youth in various regions. It is just a matter of how the voters in the two age segments, which young people generally inhabit, take advantage of this critical momentum in determining the direction of the nation in the future objectively.

The main problem is that Generation Z considers political issues, especially general elections, not to be the main topic and their needs and interests. They need to be properly socialized with the urgency of holding general elections. So far, they are more interested in hedonistic content and only focus on the entertainment sector. So, the attitude of denying political problems is considered normal. When they do not understand the essence of political problems and elections, this generation automatically does not know their political rights. In other words, they need to realize that having voting rights in the general election is not even aware of the urgency of their active participation in every process in the general election. The political postulate is that parents' affairs become legitimized when every time there is political content, young people tend to avoid it and do not care.

For this reason, supervisory institutions and general election organizers such as the General Elections Supervisory Agency (Bawaslu) dan Election Commission (KPU) contribute to digital literacy. Moreover, these efforts have been widely seen on the web and social media of the two institutions by involving young people in every activity. Youth apathy toward elections has become a boomerang for political and economic stability in Indonesia. Furthermore, the primary outreach is that political rights can be appropriately channeled, and no white group (logout) will return in the coming year. There are several problems, for example, regarding the certainty of data collection on the names of young people in the Permanent Voter List (DPT). It is a common consensus for novice voters to check their names. Young people can proactively ensure their names are listed in the DPT. Help election organizers to fulfill their rights as voters in the DPT. Dare to report violations or be witnesses. The participation of young people by thinking critically, in addition to the actions mentioned above, can be exemplified, such as reporting if there

are posts on social media that have the potential to violate general election rules or are related to black or negative campaigns. Then, through the Participatory Supervision Cadre School (SKPP), youth actively monitor, report, and reject money politics. Young people have an extraordinary role in the general election process.

The biggest challenge in elections that voters will face from today's younger generation, according to Bandarudin (2022), is the extent to which they were able to maintain independence of mind amid the onslaught of opinion and propaganda in the political year. What is most worrying is if our youth are carried away and poisoned by the political sentiments produced by the elite. It includes those who deliberately narrow down their point of view and objectivity, which can influence novice voters. However, young people, especially those with the status of novice voters, still need to have a solid footing. They are not the older generation who are rich in experience and are usually firm in their convictions. The younger generation, especially novice voters, is vulnerable to being influenced and propagated through various media channels. Youth who still have minimal flight hours in elections must immediately realize; they will be faced with a rush of news, especially in the political year that will almost certainly be full of subjectivity. It is a challenge that requires young people to adapt well amid increasing political dynamics and temperatures. In the end, we hope that the number of voting rights possessed by the younger generation in the 2024 General Election may be directly proportional to the magnitude of their awareness and responsibility in determining the nation's fate in the future.

CONCLUSION

Digital literacy needed to increase participation in general elections for young people is digital literacy skills. This skill explicitly refers to thinking critically about all general election information on social media. The fundamental elements in implementing critical thinking have four essential elements: skills in using social media, ethics, safety, and culture. Meanwhile, according to the classical paradigm, the younger generation must participate in the minor locus to stimulate and generate critical thinking in the digital world. Today, the family is not the first filter in cultivating political awareness, but social media, the environment, and virtual communities. Cultural and political awareness can be created through interactions in social media.

Meanwhile, the design of the digital literacy-based democracy movement includes viral party centers, online forums, digital party organizations, online campaigns, and online protests. Critical thinking in generating active participation in elections includes several elements: digital skills, ethics, safety, and culture. So that the output of active participation is in the form of supporting general elections, monitoring, channellings votes correctly, and being responsible. The challenge the younger generation faces lies in maintaining the independence of mind amid the onslaught of opinion and propaganda in the political year is enormous. What is most worrying is if our youth are carried away and poisoned by political sentiments produced by the elite through social media.

Further research can examine the strategies of the younger generation to create a healthy political culture through empirical research. Our analytical approach is still limited to observing and synthesizing secondary data. Expansion of context and locus, as well as learning from how young people in various countries face current challenges and

improve their critical thinking skills by increasing their digital literacy skills, also can be carried out in future research.

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