

Digital Democracy: Freedom and Permissive in Digital Citizenship

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Abstract

Democracy is not a sure thing. It always has dynamics movement, where today, democracy has been transformed into digital democracy, and on the other hand, citizens have been transformed into digital citizens usually called netizens. With the internet, the way of communication among citizens, states, and even social organizations has changed. It is clear that many citizens of this digital age have demonstrated interest in making a contribution to society. However, not all citizens can participate in digital democracy as well as digital citizenship. This study used qualitative research methods and the approach used in this research is descriptive research. Data were collected through observation and documentation. The result of this study is that there are still obstacles and challenges, especially for young people to participate in digital democracy. One of the obstacles and also challenges for digital citizens is freedom in digital democracy. Permissive on the other hand also becomes one great obstacle for digital citizens to explore social media and make a contribution to digital democracy. Citizens, an especially young citizen is active player in society, both in the future and in the present, so that their ideas, values, and contributions can influence democracy as well as digital democracy. Unfortunately, young citizens become one of the players that often face the issue of freedom or permissive in digital democracy.

Keywords: Digital democracy, digital citizen, digital citizenship

Abstrak

Demokrasi bukanlah sesuatu yang pasti. Demokrasi selalu memiliki dinamika pergerakan, di mana saat ini demokrasi telah bertransformasi menjadi demokrasi digital, dan di sisi lain, warga negara telah bertransformasi menjadi warga negara digital yang biasa disebut netizen. Dengan adanya internet, cara berkomunikasi antar warga negara, negara, bahkan organisasi sosial telah berubah. Jelas bahwa banyak warga negara di era digital ini telah menunjukkan minat untuk memberikan kontribusi bagi masyarakat. Namun, tidak semua warga negara dapat berpartisipasi dalam demokrasi digital maupun kewarganegaraan digital. Penelitian ini menggunakan metode penelitian kualitatif dan pendekatan yang digunakan dalam penelitian ini adalah penelitian deskriptif. Data dikumpulkan melalui observasi dan dokumentasi. Hasil dari penelitian ini adalah masih terdapat kendala dan tantangan, khususnya bagi kaum muda untuk berpartisipasi dalam demokrasi digital. Salah satu kendala dan juga tantangan bagi warga negara digital adalah kebebasan dalam demokrasi digital. Di sisi lain, permisif juga menjadi salah satu kendala besar bagi warga negara digital untuk menjelajahi media sosial dan memberikan kontribusi bagi demokrasi digital. Warga negara, khususnya warga negara muda merupakan pelaku aktif dalam masyarakat, baik di masa depan

maupun di masa sekarang, sehingga ide, nilai, dan kontribusinya dapat memengaruhi demokrasi maupun demokrasi digital. Sayangnya, warga negara muda menjadi salah satu pemain yang sering menghadapi persoalan kebebasan atau permisif dalam demokrasi digital.

Kata kunci: Demokrasi digital, warga negara digital, kewarganegaraan digital

Introduction

Young citizens play an important role in the current era of democracy. Not only limited to conventional democracy, but their role also has penetrated into digital democracy. The development of technology enabled the development of human life even further. The Internet emerged as a new medium in the real sense because, in addition to the character of convergence and synergy, the Internet also has the character as a "medium link" that knows no limits (borderless) (Wahyuni, 2013). On top of that, the diffusion of the internet has generated interest in its application to democratic politics. This new media increasingly complements citizen participation and influences the relationship between state and citizen.

Currently, the presence of this new media also has replaced conventional media, such as newspapers, magazines, radio, and television in order for citizens who want access to information and communication. The Internet also offers a new opportunity for increasing citizen participation in public affairs, such as civic networks that have linked together citizens in local communities, offer easier access to public information, and promote greater citizen involvement. In public administration and governance, the Internet has been used to decentralize administrative operations. In short, digital media such as the Internet already made a new form of democracy. Digital media have made a strong appeal to people wanting to improve democracy right from the start (Djik, 2003).

In the digital age, young citizens usually tend to be active in digital media and internet activities more than older citizens. This is mostly because they were born and live in the internet era. This young generation is usually called digital natives. In other words, those who knew the internet when they were adults and should learn and adapt to it usually older people, and they can be called digital immigrants. In this case, not only for access to information and communication, the internet also becomes a tool for young citizens to gain their democratic rights.

Democracy is not easy to define. It is because democracy is a cluster of practices, structures, institutions, and movements. Besides, it is an assembly of many different elements, and it is the combination or totality of those elements that we understand to mean democracy (Simon, 2017). The fourth novelty of politics and democracy in the context of the digital world over Franklin Roosevelt proved the statement that "Democracy is not a static thing" (Simon, 2017). In this point, it can be stated that democracy will always be dynamic or make a movement, furthermore, this digital democracy provides the opportunity for citizen to express and discuss their ideas more freely and accessibly.

There are many definitions of democracy. The definition by Abraham Lincoln is supposed to be the government of the people, by the people, and for the people. The

modern definition of democracy is a form of government, where a constitution guarantees basic personal and political rights, fair and free elections, and independent courts of law (www.democracy-building.info, 2017). In this case, democracy tends to be concerned about relationships, and also the rights and duties of citizens against the government or the state.

On the other side, digital democracy can be defined as the pursuit and the practice of democracy in whatever view using digital media in online and offline political communication (Djik, 2003). Here, the online-offline distinction should be added because political activities are not only happening on the internet but also in physical meetings where mobile digital media are used for assistance.

Based on Nesta (cited in Simon, 2017), there are some typologies of digital democracy. First, informing citizens means notifying citizens about and/or increasing access to upcoming debates, votes, and consultations. Second, citizens provide technical expertise, where platforms and tools tap into people's distributed expertise. Third, citizens provide ideas, which enable citizens to provide ideas for new, improved, or future solutions. Fourth, is issue framing, which enables citizens to raise awareness of a particular issue and set the agenda for public debate. Then fifth, citizens provide information, here, citizens with opportunities to share information about specific problems or to understand individual needs or larger, patterns and trends.

The sixth typology is deliberation, where platforms and tools which enable citizens to deliberate. The seventh typology is citizens developing the proposal, which enables citizens to generate, develop, and amend specific proposals individually, collectively, or collaboratively, and/or with state officials. The next is citizen scrutinizing proposals, which enables citizens to scrutinize specific options. Then the next is citizen-making decisions, which enable citizens to make decisions, for example through the referendum, voting on specific proposals, or participatory budgeting. Then, the last is citizen monitoring and accessing public actions and services, which provide information about policy and legislation implementation, decision-making process, policy outcomes, and the records of the elected officials, to enable citizen monitoring and evaluations.

From some typologies above, can be assumed that digital democracy has many aspects related to the daily life of citizens. Digital democracy provides facilities for citizens to be involved in the practices of everyday democracy. Furthermore, with many conveniences provided by the internet, make digital democracy attracts more attention of citizens, especially young citizens to use or utilize it. In the digital ages, digital democracy has become one of the young citizen's choices in achieving their political rights. This is because decision-making processes and interaction between citizens and representatives can be activated and thus they can become more interdependent from each other. Furthermore, in digital democracy, the political communication world is rapidly changing in its media and its content.

Besides being accessible and affordable, digital democracy also offers more freedom in its application because citizen can deliver their opinion directly and not depend on their political representatives. In this point, digital democracy became the citizen's choice when representative democracy is not able to deliver ideas, opinions, and interests of

citizens related to public policy (Nuswantoro, 2016). This also applies to young citizens who tend to spend more time in the digital world.

In the digital age, digital citizenship has become one of the biggest issues for citizens. The concept of citizenship itself is the diversity of sense, especially from some researchers. According to John J Cogan and Ray Derricott in their book entitled "Citizenship Education for the 21st Century; Setting the Context" states that a citizen is a constituent member of society. Citizenship is a set of characteristics of being a citizen. While T.H. Marshall in his book "Citizenship and Social Class" states citizenship is "a status bestowed on those who are full members of a community (including civil, political and social rights)".

To some, citizenship implies a set of individual rights, while to others it is seen as a broader set of social and civic responsibilities. In this context, we can define citizenship as a right entitled in human life, where they could participate in decision-making in social economics, cultural, and political life. Social decision-making always requires necessary skills both for accessing information and processing the obtained information since the ancient ages. In the digital age of the current times, the forms of information have changed drastically. Considering the potential of the new information and communication technologies (ICTs), skills such as reaching, interpreting, understanding, reconstructing, and sharing information have become fundamental responsibilities of citizens for a democratic society (Aufderheide, 1993).

Citizenship is an old term implying the relationship between the individual and the state. Digital citizenship, on the other hand, emphasizes being active and possessing democratic values compared to passive citizenship depending on mass media for information. Digital citizenship is generally defined as "the norms of behavior with regard to active technology use." Digital citizenship also includes being aware of technology-related ethical, societal, and cultural issues, being able to use web applications, and being able to use these technologies for self-development like lifelong learning practices (Ribble, 2004). In this paper, 'digital citizenship' is interpreted more broadly, which encompasses the ability to participate in society online. This broader interpretation is based upon an understanding that there is a dialectical relationship between technologies and society, and if society in the 21st century wishes to reproduce democratic relationships, then these have to occur in online worlds as well as in face-to-face contexts.

Both citizenship and digital citizenship (netizens) are needed in the time of contemporary democracy. In this case, both citizenship and netizens are important and needed for young citizen to gain their democratic rights, and also to take part in actions in democracy. Based on some studies, the term 'citizenship' consists of several aspects, such as national identity, rights and duties, participation, formal status, and belonging to also community (Manning, 2004). On the other hand, aspects of digital citizenship or netizens seem broader and wider than these aspects of 'citizenship' or can be called traditional citizenship. No age restriction or formal status tends to be some privilege of the cyberspace world or netizenship. In summary, also can be said that the internet is permissive for everyone to join and enjoy their citizen activities. Furthermore, the internet

also offers freedom for its users, so they can perform digital activities directly to the government, or other parties, such as social organizations or political parties.

Methods

This study used qualitative research methods. Qualitative research is research that intends to understand phenomena about what is experienced by the research subject, for example, behavior, perception, motivation, actions, etc. Qualitative research methods are used to examine the condition of natural objects where the researcher is a key instrument and the results of qualitative research emphasize meaning rather than generalization. The approach used in this research is descriptive research. Data were collected through observation and documentation.

Result and Discussion

Permissive and Empowerment in Indonesia

In conventional democracies such as Indonesia, for citizens to gain rights of citizenship at least citizens should have an identity card as a symbol of part of the citizen. When a citizen does not have identity cards, it is difficult for them to achieve their democratic rights properly and any political activities, such as vote in elections. In Indonesia for example, they must be above 18 years old so that they can gain their democratic rights or join political activities or forums (for example join political parties and organizations).

On the other hand, in digital citizenship or netizens, young people who do not have identity cards (young people under 18 years old) can take part, both in a political campaign or other digital activities in the digital world. In this case, they also can participate in supporting or rejecting political candidates and even join social movements on the internet. In the virtual world, citizens can have multiple faces or identities so that those who do not have formal identities in the real world still can participate in the virtual world or digital democracy. Because of this permissive nature, then the internet become important for young people who are willing and enjoy their political or democratic rights.

Although the internet is permissive for everyone, there are problems where the citizen can join and enjoy their digital citizenship. One of the problems is the lack of economic resources which are usually owned by poor citizens (grassroots). Therefore, empowerment for poor citizens, including young poor citizens is needed to prosper, and later can participate to become part of internet society (netizen).

Empowerment is an attempt to empower or create a person or group of people to become capable and independent, both in economic and social terms. According to Kartasasmita (1996), community empowerment is an attempt to boost the dignity of society which in the present conditions is not able to escape the trap of poverty and underdevelopment. Meanwhile, according to Webster and Oxford English Dictionary, empowerment contains two terms, which are "to give power or authority to" and "to give or ability to enable".

Here, the concept of empowerment itself is the empowerment of citizens concerning the internet and digital media technology. There are two focuses of empowerment here. The first focus is to empower the internet and digital media

technology for citizens, or in other words digital empowerment. Digital empowerment here refers to conducting business or activity to introduce and teach about internet technology and digital media to citizens. Then, the second focus is to empower citizens using Internet technology, both in the political and economic fields. Political and economic empowerment are very important in a democracy, and these two empowerments will lead to the accomplishment of basic democracy, where citizens will be able to exercise their rights as citizens properly.

The first focus is digital empowerment, where citizens who are not familiar with internet technology are taught about the internet and its use so that they can access the internet and use it for their interests. It can be used as an inclusive way to make possibilities for citizens to become included and competent members of a digital society. Being included here refers to a feeling of belonging to digital society and knowing that one can participate in the digital world. The opposite situation of being included is being excluded. The excluded citizen is often called marginalized or dropouts.

Citizens who are not technically literate or blind over the Internet are usually elder or poor citizens. As a digital immigrant, it is understandable for elder citizens not to get too familiar with the internet and other digital technologies because the internet is present when they are adults or old so it is difficult to understand. But this is different from the poor citizen, where the poor citizen here covers both young people to parents. The aspirations of the poor citizen are important because the welfare of the poor citizen is also the responsibility of the state.

Therefore, when the poor citizen can not vote or opinion on the internet, then the rate of democracy in the digital world will only be met by the interests of the middle-class citizen. In this case, the poor citizen lacks access to the economy or even a house to live in. This kind of citizen in reality does not have difficulties in conventional citizenship but also has to struggle with digital citizenship. So it can be concluded that digital empowerment is important for citizens, especially young poor citizens where their voice is very important in the effort to advance democracy.

Then, the second focus is empowerment using the internet and other digital technologies. Empowerment can guarantee citizens that they can be more prosperous and economically independent. When citizens are economically independent it will make it easier for them to access their political rights. This is different when citizens are not economically independent where they will be more concerned with how to earn money than accessing political rights

Citizens, through individuals or communities, can utilize new information technology and the internet by using it to improve their cooperative activities and strengthen their capabilities in the information society. This empowerment may happen when they improve their skills and knowledge, learn to share information, create new and diverse information flows, and increase their interaction and way of participation. The new technology, such as the internet as well as social media is not enough to empower citizens if it does not lead to any relevant activities. The main issue is not 'the use of technology', but rather 'how it is used' (Makinen, 2006). In the digital ages, information technology can be utilized for citizen empowerment, both in developing

countries, which are usually far behind in internet technology development, and in high-tech countries, where digital divides exist between regions and social groups.

The use of the internet in Indonesia has been useful, such as in empowering villages by opening access to important information and improving residents' trade of farm products. This new technology has helped many villagers (or citizens) to become part of the global economy and its informational networks. Indonesia as a developing country also has cases where the internet or social media involve citizens in helping to empower themselves. For example, internet technology can help traders in selling their commodities and even services. By selling commodities or services over the Internet will open up or extend opportunities for traders to find buyers because the nature of the Internet is fast and limitless. Furthermore, the traders can sell their commodities or goods overseas.

In summary, citizens with poor access and marginalized do not have a chance to become members of digital citizenship. They do not have resources, both economics and education (refer to knowledge) to access the internet and any digital media. As a result, the advent of the digital citizenship era has gotten rid of citizens without access or marginalized (bottom-class) citizens. In the end, this new technology and digital citizenship only can be touched and joined by middle-class citizens, who have both resources, economics, and education. This certainly creates an imbalance or inequality in the relationship between government and citizens, because in this context only the middle-class citizen can be present in the digital citizenship era. In short, the concept of digital citizenship will only widen the gaps for those who can afford and have access to technology and for those who are totally incapable of accessing these technologies.

Freedom and Digital Literacy in Indonesia

It is clear that the internet offers freedom to its users. The Internet become a new space for citizen to exercise and achieve their democratic rights. Digital citizen also called netizens can express their own opinion, perspectives, ideas, and criticism to the government, or even to political parties. Although the internet gives users the freedom to share information and give their own opinions or ideas, it is important for netizens to have digital literacy.

In the digital age, being literate in technology is important for all citizens. Digital literacy can be a filter for netizens to be wiser in accessing and using the internet and other digital media, such as social media. The importance of digital literacy also can protect netizens from legal regulations governing the use of the internet (legal information and electronic transactions or ITE regulations in Indonesia) so they are not caught in the law of the rules. Digital literacy also can prevent citizens from harmful content or information, such as sensitive content or information like ethnic, religious, and racial issues

According to Futurelab stated that "Digital literacy refers to the more subtle and situated practices associated with being able to create, understand and communicate meaning and knowledge in a world in which these processes are increasingly mediated via digital technologies" (Futurelab, 2010). The simple idea about digital literacy is literate via technology. But being literate in technology does not mean just being able to access

digital devices such as smartphones, tablets, laptops, and desktop PCs. On the other hand, it covers complex elements. Citizens not only should know how to access social media or the internet but also how to use them smart and wise.

In the end, digital literacy is not only about the ability to access the internet and social media but also the capacity to think critically about information or content encountered on the internet or social media and improve internet skills in order to yield better and more credible information. More clearly, to be digitally literate requires some combination of technological capacities, intellectual competencies, and ethical or behavioral comportments. Furthermore, besides technical skills, soft skills to use digital media or the internet are also needed by citizens. These soft skills also include the broader capacity of citizens to participate in a society that uses digital communication technology, such as in homes, civics spaces, workplaces, education, and even the government sphere.

Today's generation appears to engage with all things that are digital without any effort at all. Young generations or citizens who were born and raised along with the internet are usually very close or familiar with the technology of the internet and social media. They are born into an interactive, on-demand digital culture where they are used to texting, video streaming, mobile internet, and social networking to mention just a few.

Mitchell Kapor has remarked that "getting information off the Internet is like taking a drink from a fire hydrant" (Department of eLearning, 2005). Eventually, the internet approached 1 trillion pages, and that statement has never been truer. Every day, every minute, even every second, information is added to the internet, with no sign of slowing down. If citizens, especially the young generation lack digital competence, they are being risk of being disfranchised when it of citizen comes to employment opportunities, democratic participation, and also social interaction.

Digital literacy can be achieved in many ways. Family, friends, schools, and universities are places where citizens can get literacy about internet technology. In the current era, providing classes or information about internet technology even has started in elementary schools or middle schools. A lesson or class about internet technology is intended to make students familiar with the internet, and they can utilize the new technology for something useful, such as accessing information or learning lessons and making school assignments. If students form the habit to internet technology well and smart, they will become more aware of local or specific issues and then also can use their capabilities to exercise their rights in digital citizenship.

Political Participation of Young Citizens

Perception of being young itself varies between adults and young people, among different parts of society, among different political, social, and cultural systems, and among people from different historical backgrounds. In short, it is difficult to define the term 'young' exactly. International institutions define 'being young' differently, for example for International Youth Year in 1985 the United Nations General Assembly defines young people as those falling between the ages of 15 and 24 years inclusively.

On the other side, Leman et al. (2012), claim that early adulthood ranges from the age of 18 to 40. In addition, Strauss and Howe (1991) mention that people aged between 18 and 30 are known as Generation Y. This generation is ingenious, fearless, and taking

control of their future, and at the moment in Indonesia, Generation Y is in higher education or in the first or second steps of their career. Chen and Syailendra (2014) state that Generation Y in Indonesia is well-informed, change-seeking, opinionated, cosmopolitan, mobile, savvy, and connected.

From some definitions or concepts about young citizens above, then the concept of young citizen in this paper refers to Strauss and Howe where a young citizen or Generation Y is around age between 18 and 30 years old. In Indonesia, the age of 18 years is the beginning or minimum age to be able to follow or join the democratic party such as elections, and that age range also is productive ages for citizen

It can not be denied that the Internet is one of the strengths of young citizens in this digital age. Lastly, Indonesia places fourth rank in Asia (after China, India, and Japan) and eighth in the world in terms of internet user population (Nugroho & Syarief, 2012). The number of social media users in Indonesia is dominated by young citizens with 18,4% (10-24 years), and 24,4% (25-34 years) (based on APPJI surveys in 2016). Most internet users use the internet for social media, mainly Facebook and Twitter. Social media offer a wider scope than previous mass media, and in addition, social media are cheaper and more independent than other traditional mass media (Safranek, 2013). More importantly, social media enable citizens to directly obtain political information, communicate, and interact with political parties, even government and social organizations.

Polat (2005) argues that the Internet may increase political participation. There are many definitions of political participation. According to Verba (1995), political participation refers to "behavior that could affect government action-either directly by influencing the public policies that are implemented or indirectly by influencing the elections of political actors creating those policies" (Yamamoto, 2013). In addition, Budiarjo (2009) defines political participation as the activity of an individual or a group to actively participate in political life by choosing the President and directly or indirectly influencing public policy. In short, political participation can be seen as political activities of citizens, both in the conventional or digital democracy, such as vote in elections, joining in petitions or online petitions, joining in demonstrations and social movement activities, etc which influence public policies or government decision-making.

Political participation becomes an important issue for the citizen to achieve their democratic rights. Besides, historically the participation of citizens in the political process has been considered a crucial element for a functioning and healthy democracy. Irrespective of the various changes in the social and political landscape on both international and national levels during the last decades, the significance of the participatory behavior of citizens is at the core of several key works on democracy (Held, 2006).

In new media such as social media, citizens no longer become passive consumers of propaganda of political parties, government, or even media, but precisely social media become a crucial space to share their own perspectives and opinions. Protest, support, critiques, and initiatives of networked progressive movements often create symbolic convergences in cyberspaces and become collective consciousnesses in responding to any issue in the real world (Heryanto, 2016). Furthermore, in social media, the political

participation of young citizens is getting stronger and usually becoming viral, much of which is later implemented in real-world political activities. One example of young political participation is the “Teman Ahok” initiative in the 2017 Jakarta gubernatorial election which is mostly driven by young citizens or the youth generation.

Political participation of young citizens in Indonesia is low, this can be seen from some data related to political participation of young people. According to Demos (Institutes for Democracy and Human Rights Studies), surveys of 500 Indonesian young people ages 18 to 30 years noted that 50,2% of young people have low political participation, especially among school students and college students (surveys by Demos, 2014). In addition, this survey also noted that only there are 22% of young people are willing to criticize their school or college policies, and only 27,2% of young people are willing to give advice or criticism to government policies that concern national examinations or tuition fees. Furthermore, based on this survey even though schools and campuses provide them the space to engage in political participation, only 38% of young people take action by participating in organizations at schools and colleges. And only there are 6,6% of young people who willing to join in demonstrations.

Many people argue that young people, having lived in a period of relative peace and prosperity, are lethargic or lazy citizens who fail to accept the responsibility of citizenship to participate. On the other hand, young people who lack economic resources or on the other hand young people in the bottom class also sometimes do not participate as well because of many reasons, one of them also they are not concerned with any candidate whose chosen or selected. More recently there has been a turn away from the assumption that an unwillingness to vote for a political party, or to join a party, equates with a lack of interest in politics per se (Manning, 2004)

Challenges of Youth Participation in Indonesia

Youth citizens can be a creative force, a dynamic source of innovations, and they have undoubtedly, throughout history, participated, contributed, and even catalyzed important changes in the political system, power-sharing dynamics, and economic opportunities (United Nations Youth,) But they also face many obstacles, both in conventional or digital citizenship, such as poverty, lack of education, multiple forms of discriminations and limited employment prospects and opportunities.

In a survey conducted by the UN IANYD in August 2012, a majority of 13,000 respondents expressing their voices from 186 countries highlighted that the main challenges for youth were limited opportunities for effective participation in decision-making processes (United Nations Youth, 2017). With limited opportunities and exposure to meaningfully participate in inclusive decision-making processes, young men and women feel excluded and marginalized in their societies and communities.

The low level of youth participation in political life is one of the biggest challenges facing representational democracy across the globe (IDEA 2016). In recent years, many countries have seen a sharp increase in their youth population. There are many factors or aspects that affect the low level of participation of young citizens today. Based on the Australian Infant, Child, Adolescent and Family Mental Health Association, there are some barriers that affect youth’s citizen ability to participate, such as a lack of trust by

young citizens in the decision-making system, poor information about how to become involved in youth participation, skills deficits (for example in literacy, verbal skills, and public speaking), low socio-economy status (homeless young citizen), lack of clarity about roles and responsibilities, etc (Australian Infant, Child, Adolescent and Family Mental Health Association, 2008).

Those aspects above are some barriers to political participation in democracy. These aspects also apply to political participation in digital democracy, where some aspects such as digital literacy, lack of economic resources (homeless and poor citizens), not knowing about roles and responsibilities, also the distrust of the government system and political parties become crucial factors for young citizen participation in digital democracy as well as digital citizenship. In addition to the aspect above, there are still many aspects that become obstacles or challenges to political participation in the digital age.

Despite many challenges to youth participation in digital citizenship, today the existence of digital democracy attracts more young digital citizens (youth netizens) than conventional democracy. In this case, it can be said that all things or cases that occur in the digital world attract more young netizens' attention, either to support or criticize it. This phenomenon also can not be separated from the fact or data that currently in Indonesia, internet users, especially social media users are dominated by young citizens rather than older citizens.

One example of this case is the social movement from digital citizens or netizens who object to banning motorcycle online services. This social movement itself happened because of the government ban on citizen using motorcycle online services, and then this case prompted many netizens to support motorcycle online services and urge the government to revoke their policy about the ban of use motorcycle online services. Participation of netizens through the internet become more popular and more effective, in this case government also seems to also paying attention in the digital age. In short, netizens' sympathy in the digital world feels more advanced and more graduated or increased every time on all things or actions and also the event that happens in the digital world than the real world.

In short, with the ease and affordability of the internet, digital citizenship is more interesting and inspires young citizens to actively participate. But, in order to enable young citizens to enter and able to participate in digital citizenship, one of the most needed things is empowerment, especially for young citizens who lack access to economic resources (poor and homeless young citizens).

Conclusion

The Internet has become one of the tools used by the citizen to make changes in their democratic state. The young citizen who is often familiar with and has access to digital communication tools usually becomes a challenger for influencing the course of nations and addressing global issues. In this case, it is clear that young citizens are very important in democracy, both in real democracy and in digital democracy.

Political participation of young citizens tends more active and visible in digital democracy than in conventional democracy. This also can not be separated from the fact

or one of the impact that young citizens are most avid users of the internet, especially social media. Its accessible nature anytime and anywhere makes the internet more chosen by the young citizen to express their own ideas, opinions, and voice as well. Furthermore, the internet allows young citizens to directly reach the government, and interact also communicate with them, even political parties and social organizations.

Although digital democracy is preferred by young citizens to exercise and gain their democratic rights, there are still many challenges and obstacles for young citizens to enter and join in digital democracy as well as digital citizenship. Therefore, in ensuring young citizen participation in digital citizenship, some crucial aspects such as digital literacy and empowerment are very important to young citizens, especially for young citizens who lack economic resources (poor and homeless citizens). In summary, in the face of today's progress, the internet is an important thing to ensure the political participation of young citizens, especially in digital citizenship. Furthermore, literacy and empowerment are crucial weapons that must be prepared by the state or government to be owned by young citizens in order to increase young political participation in digital citizenship.

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