

Life Skills in Education in the Smart Society 5.0 Era

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Abstract

The development of information and communication technology occurs very quickly and can bring changes in society. Currently the development of technology and industry has reached society 5.0 and as we know, education today is centered on balance, where the internet is not only a medium of information but plays a role in living life. The formulation of the problem in this study is about the understanding and role of society 5.0, as well as concepts and attitudes in learning in the era of society 5.0. The research method used is qualitative description with literature study. The conclusion of this study is that technological developments cannot be avoided, so we must be able to adapt and respond to these developments.

Keywords: *World of Education, Smart Society 5.0*

Abstrak

Perkembangan teknologi informasi dan komunikasi terjadi sangat cepat dan dapat membawa perubahan di masyarakat. Saat ini perkembangan teknologi dan industri telah menjangkau society 5.0 dan seperti yang kita ketahui, pendidikan saat ini berpusat pada keseimbangan, dimana internet tidak hanya menjadi media informasi tetapi berperan dalam menjalani kehidupan. Rumusan permasalahan dalam penelitian ini adalah tentang pengertian dan peran society 5.0, serta konsep dan sikap dalam pembelajaran di era society 5.0. Metode penelitian yang digunakan adalah deskripsi kualitatif dengan studi pustaka. Kesimpulan dari penelitian ini adalah perkembangan teknologi tidak dapat dihindari, sehingga kita harus mampu beradaptasi dan merespon perkembangan tersebut.

Kata Kunci : *Dunia Pendidikan, Smart Society 5.0*

INTRODUCTION

In its development, information and communication technology underwent rapid evolution and was able to bring drastic changes to society and industry. Today, we are facing the fifth industrial revolution, known as *society 5.0*. This concept is a concept initiated by Japan that allows people to use modern science-based such as IoT (*Internet of Things*), AI (*Artificial Intelligence*) and Robots for human needs with the aim that humans can live comfortably and more effectively. *Society 5.0* itself was just inaugurated 2 years ago, on January 21, 2019 and was created as a revolution for the industrial revolution 4.0. If the industrial revolution uses AI, and artificial intelligence as its main component, while *society 5.0* uses modern technology, it only relies on humans as its main component.

The concept of *society 5.0* is a refinement of existing concepts. Where as we know, *society 1.0 is when humans are still in the era of hunting*

and knowing writing, *society 2.0* is the era of agriculture where humans already know farming, *society 3.0* is where *it has entered the industrial era when humans have begun to use machines to help daily activities*, *society 4.0* where humans have known computers to the internet and *Society 5.0* is an era where all technology is part of humans themselves, the internet is not only used to just share information but to live life.

In the context of Education, *Society 5.0* can also be called the "Era of Education 5.0", where this era is a very tough challenge faced by educators. The use of various kinds of learning media appropriately will be able to maximize and make the teaching and learning process more effective so that learning objectives can be met.

MEDOTE

This research uses a qualitative descriptive approach, namely by utilizing qualitative data and described descriptively to analyze social conditions, as well as the concept of *society 5.0*

related to education. In this method, a problem will be described in an analysis until it reaches a conclusion that is in accordance with the initial purpose of the study. The data object used in this method must be data as it is without the manipulation process, so that it can provide an overview of the application of *society 5.0* in the field of education.

According to Sugiyono (2016: 9) qualitative descriptive method is a research method based on the philosophy of postpositivism used to examine natural object conditions (as opposed to experiments) where researchers are the key instruments of data collection techniques carried out by triangulation (combined), data analysis is inductive / qualitative, and qualitative research results emphasize meaning rather than generalization.

RESULTS AND DISCUSSION

A. Understanding *Society 5.0*

According to the place of origin of *society 5.0*, namely Japan, the Government defines *society 5.0* as "A human-centered society that balances economic advancement with the resolution of social problems by a system that highly integrates cyberspace and physical space". This definition explains that *society 5.0* is an idea and concept that brings major changes in solving community problems by utilizing technology and by considering human and humanities aspects.

Serpa (2018) also presents a number of definitions that he found in his country, Portugal, relating to the formation of *society 5.0*. He cited the definition according to Harayama (2017) that "society 5.0 is an information society built on *society 4.0*, which aims to realize a prosperous society centered on humans". Furthermore, Serpa (2018) said that *society 5.0* proposes to "advance the potential of individual relationships with technology in encouraging the improvement of everyone's quality of life through a super smart *society*."

In Japan, *society 5.0* is a proposal in the 5th Basic Plan of Science and Technology as a future

society that Japan should aspire to. As we know, where *society 1.0* is a hunting society, *Society 2.0* is an agricultural society, *society 3.0* is an industrial society, and *society 4.0* is an information society

B. Community Participation in *Society 5.0*

Society 5.0 is an era of change that emphasizes the use and utilization of digital technology. Digital technology is changing relationship norms, giving rise to new types of relationships, and enlarging and strengthening our bonds with each other. This technology allows us to do things faster and more effectively. Efficiency and effectiveness are at the core of the way we live, work and play in a smart society. Connected devices, digital networks, and intelligent systems go a long way in helping us complete domestic and daily tasks, can be done faster and meet our needs. Technology is also able to achieve increased productivity, be it at work, school, environment and other places and can reduce stress and complexity that can give us free time to think and rest.

At the most basic level, communication technology allows us to connect more easily and faster with people halfway around the world. However, smart appliances are increasingly capable of doing more things. In the implementation of daily life activities, for example, automatic washing machines can intelligently detect the most effective combination of detergent amounts, washing cycles, and rounds to produce good washing, online food ordering systems that can be picked up at any time, and others. Similarly, valuable time can be saved and reinvested in other important tasks or relationships when we avoid long lines at banks, station ticket machines, and movie tickets.

Smart *society 5.0*, leading to an intelligent society is a society that generates and uses knowledge to be more successful. It also creates new ways for us to relate to each other. Relationships are at the core of the idea of an intelligent society, and digital technologies seem to be changing the way we

relate to each other. Whether it's about the way we connect with each other, the spatial and temporal dimensions of our communication, the breadth and depth of our connections, or the meanings conveyed and experiences shared. The use of new technology and network dynamics can be known through:

1. Directness
2. Continuity
3. Multiplexity
4. Balance
5. Similarities

There is also no denying that throughout the history of *economic* production, advances in automation have greatly increased productivity. Public service delivery can be more efficient and effective with the help of smart technology, as well as in the field of education.

C. Learning Concepts in the Era of *Society* 5.0

The rapid evolution of information and communication technology brought drastic changes to society and industry. This transformation will give rise to new values and become a pillar of industrial policy in many countries. Similar to education, in the era of *society* 5.0 the presence of technology shifts the role of teachers. As we know, education today offers a balance-centered society, where the internet is not only a medium of information but plays a role in living life, so that all technology is part of humans themselves and technological developments can minimize gaps in humans and economic problems in the future.

The use of smartphones, internet and computers seems to be a primary need for humans. This era can be called the era of disruption, where almost all aspects of human activities switch to cyberspace. In facing the era of *society* 5.0, the world of education plays an important role in improving the quality of human resources. Actually, not

only in the world of education, several elements and stakeholders such as the government, mass organization groups, and all people from various backgrounds must take part in welcoming the upcoming era of *society* 5.0.

The term education 5.0 is a term used generically by education experts to describe various ways to integrate *cyber* technology, whether it is physical or not, in learning. In addition, education 5.0 is also a phenomenon that arises in response to the needs of revolution 4.0 where humans and machines are aligned to obtain solutions, solve various problems faced, and find various new innovations that allow it to be used for the improvement of modern society. Latip said there are at least four competencies that must be possessed by teachers in this *society* 5.0 era, including:

1. Teachers must be able to conduct research comprehensively
2. Teachers must have 21st century competence
3. Teachers must be able to present modules according to the passion of students
4. Teachers must be able to do authentic innovative learning

21st century learning is an era of learning characterized by the development of digital information. One of them is through integrated learning or *blended learning*. *Blended learning* is a combination of online-based learning with face-to-face learning that combines general learning concepts with technology-based learning. Thus, the Ministry of Education and Culture needs to review the 2013 curriculum as a supporter of blended learning methods. Then a revision was carried out by naming the revised 2013 Curriculum. The revised 2013 curriculum is the result of improvements to the substance of the 2013 curriculum related to the results of improvements to the substance of the 2013 curriculum related to core competencies, basic competencies, syllabus, learning evaluation, and learning hours. These

changes are clearly seen in four important points that must be implemented during KBM in the revised 2013 curriculum, thus demanding the creativity of educators in concocting it:

The four points include:

1. Strengthening Character Education (PPK)
2. Literacy
3. 4Cs (*Creative, Critical Thinking, Communicative, and Collaborative*)
4. *Higher Order Thinking Skills* (HOTS)

D. Effective Attitude in Implementing Learning in the Era of Society 5.0

Many changes and challenges are faced in the era of *society* 5.0. In the face of this change, there are several attitudes that must be possessed by educators as well as students. One of the things that must be done is to be able to adapt. What is meant by adapting is to know the development of technology and generations, starting from generation x to generation α where there is a transformation of human civilization.

In addition, to face the challenges of *society* 5.0 in the world of education, skills are needed better known as 4C which include:

1. *Creativity*, namely the ability of individuals to think creatively, broadly, and even outside the box so that the individual can face existing problems and can also create something new and different. This is because creative people tend not to fixate on one point of view, but they try to see another point of view to produce something new and even unique. For example, a teacher can use increasingly advanced technology in conducting learning in the classroom so that his students are more interested and attentive. This is because it is undeniable that young people today are very interested in technological developments, so teachers can take advantage of their interests to develop existing learning techniques.

2. *Critical thinking*, namely the ability to think more clearly and rationally in facing problems and what to do. This causes people to tend not to accept information outright, because they tend to analyze and evaluate the truth of the information first by looking at several different points of view.
3. *Communication*, namely communication skills so that individuals can build relationships with anyone and anywhere, both in the family, business, office, and other environments. Communication is needed in learning, especially in the development of increasingly advanced technology where there is some information needed to be true. Thus, communication between teachers and students is needed in order to create a learning process.
4. *Collaboration*, namely the ability to be able to work together between one individual and another individual. This is needed in solving some problems that require thoughts or actions from several people to avoid failures that might occur. For example, in the application of *society* 5.0 in learning is collaborating with someone who understands more about technology, so that the technology can be used optimally.

CONCLUSION

Society 5.0 is an idea and concept that brings major changes in solving community problems with the use of technology and by considering human and humanities aspects. Smart *society* 5.0, leading to an intelligent *society* is a *society* that generates and uses knowledge to be more successful. In facing *society* 5.0, there are at least four competencies that must be possessed by teachers, namely being able to conduct comprehensive research, having 21st century competencies, being able to present modules according to the passion of students, and being able to carry out innovative authentic learning.

21st century learning is an era of learning characterized by the development of digital information. So to face these challenges requires several attitudes that must be possessed, such as *creativity, critical thinking, communication, and collaboration*.

SUGGESTION

Based on the discussion above, the author gives advice. It is undeniable, technological developments will develop more and more from time to time. Every individual must be able to respond to the development of this technology so that it can be utilized optimally. The role of educators is also important in the application of *society 5.0* in the field of education. Thus, the policies taken and applied in the learning process should be thought out optimally in order to minimize the negative impact of these technological developments.

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