



The Effect of Parenting Patterns and Digital Literacy on The Development of Early Children's Creativity

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Abstract

The role of parents in the digital era is demanded to be able to use technology to introduce early literacy in the family that is adjusted to the child's level of development. The research method used in this study is a quantitative research method with a survey approach. The population of this study were all students in the Baamang sub-district, totaling 1148 students. Referring to Isaac Michael's sample table for a population of 1148 with a significance of 10%, a sample of 217 parents of students was obtained. The sampling technique used is random sampling. Research data obtained from valid and reliable instruments. 1) Parenting has a positive effect on Early Childhood Creativity; 2) Digital Literacy has a positive effect on Early Childhood Creativity; 3) Parenting and Digital Literacy together or simultaneously on early childhood creativity; 4) The coefficient of determination of the influence of parenting and digital literacy simultaneously and simultaneously on early childhood creativity is 60.4%

Keywords

Parenting, Digital Literacy, Early Childhood Creativity

INTRODUCTION

The development of Information Technology (IT) is a clear result of the development of human knowledge which can provide changes to the patterns of human life today. Information Technology (IT) provides several conveniences in the world of work, communication, school assignments, buying and selling of goods and so on that require humans to use IT. Its use, also has negative and positive impacts depending on the user using it, including children. Therefore the role of parents is very necessary for supervising and providing teachings for the development of children's growth. In contrast to today, there are many changes in new values to the values taught by parents in the past, so parents must be able to apply more effective methods of approach and communication to be absorbed and embraced by children so that changes such as IT developments can be implemented. have a positive impact on the development of children. One of the IT that is often used is a smartphone (handphone) or a gadget that is easy to carry anywhere and is practical. Gadgets are electronic devices used for communication and information. The gadget is one of IT that is experiencing rapid development. As time goes by, smartphone items are getting more and more and making things easier for humans. On average, everything is done online using social media or websites on smartphones.

Users can easily participate, share and create works in the form of short films or videos posted on YouTube that will be enjoyed and benefit by the audience, with existing social media. Social media can make many changes to a person, in personality, level of creativity, intelligence, and socialization. Sunarti, (2004) Parenting or better known as parenting is the attitude of parents in interacting, guiding, fostering and educating their children in everyday life with the hope of making children successful in living this life. The same thing was stated by Euis that parenting is a series of



intensive interactions, parents direct children to have life skills. Parenting style according to Sugihartono, et al (2007) is a pattern of behavior used to relate to children. The parenting style adopted by each family is certainly different from other families. Meanwhile, Atmosiswoyo and Subyakto (2002) explain that parenting is a pattern of parenting that applies in the family, namely how the family shapes the behavior of the next generation by following good norms and values and following people's lives. Morrison in Supriyadi (2021) states that parenting is comprehensive education for children outside the home and inside the home to complement parenting in education and be accepted in the family. Supriyadi, (2021) Parenting is an interaction between parents and children where parents provide stimulus to children by meeting children's needs, educating children, guiding children, and instilling moral values in children so that children can have discipline and can grow and develop optimally with the reinforcement and stimulus provided by the parents. Meanwhile, according to Rohn in Supriyadi (2021), parenting style is the attitude of parents in interacting with their children.

The role of parents in the digital era is demanded to be able to use technology to introduce early literacy in the family that is adjusted to the child's level of development. Parents cannot avoid the development of the times, the development of the internet with the habits of children in today's digital era, even though other important positions of parents are the main role models for children, various words and behavior carried out by parents will be imitated and emulated by children. The existence of the digital era and technological advances has been predicted by McCrindle that our children in the Alpha generation cannot be separated from gadgets, lack of socialization, lack of creativity, and also being individualistic. (Purnama, 2018) Generation Alpha is instant and lacks respect for the process. want things that make them socially alienated. Their preoccupation with gadgets makes them socially alienated. The essence of early childhood is an individual figure who is undergoing a process of rapid and fundamental development for the next life. Early childhood is in the age range of 0-8 years. At this time the process of growth and development in various aspects is experiencing a rapid period in the human life span which is also called the golden age. At this early age, the development of children's brain cells is very powerful. This is shown by research on the development of children's brain cells which have developed more or less 80% at this golden age. It takes a lot of stimulation/stimulation given so that all the potential that children have can develop optimally.

Children experience various stages of development that must be passed, one of which is the development of creativity. According to Susanto (2011: 112): "Creativity is a general ability to create something new, either in the form of new products or ideas that can be applied in solving problems or as the ability to see elements that already existed before." The development of creativity for each child is different, children will be creative according to their interests and potential. The development of children's creativity must be given stimulation from an early age so that children will feel creative thinking because with creativity children can produce works that are different from those that existed before. Children's creativity can be developed through playing activities, through playing children can optimize all their abilities. Every human being has creative potential from birth without exception. But every human being has different creative potential. Creativity is defined as the ability to create a new product, both completely new, as well as modifications or changes by combining existing things. A creative person is a person who fluently responds to a problem, easily adapts, has originality in his work, and can think integrally. (Sumanto, 2005: 38) Children who have high creativity are those who have fluency without experiencing halts and dropouts in terms of expressing ideas and have originality in providing a work or result that is unique and extraordinary. If this concept is related to children's creativity, the child concerned may create a completely new work or a modification of various existing ways of learning to produce new forms.

Previous research that raised the variables of Parenting, Digital Literacy, and Creativity included Ernawati and Supriyadi's research (2021) with the title Effects of Parenting Patterns on Early Childhood Learning Independence during the Covid-19 Pandemic. The results of his research revealed that parenting has a positive effect on early childhood independence. Research conducted



by Sari R.P. et.al. (2015) with the title Effects of Using Plasticine Play on Increasing the Creativity of Children Aged 5-6 Years. The results of his research revealed that children's creativity develops after children are given plasticine games. Furthermore, Salehudin M.'s research (2020) with the title Digital Literacy on Youtube Social Media for Early Childhood. The results of his research concluded that a positive relationship is referred to as a unidirectional relationship which means that if the facilities (tools and houses) tools namely the internet, smartphones/gadgets, laptops, and PC computers are increasingly available, calm, comfortable (adequate/satisfactory) then children's digital literacy is increasingly increased coupled with targeted and measurable support and guidance by parents and families at home. In this case, it will foster a positive attitude toward children's digital literacy from an early age in the future. The difference between this research and previous research is that this research will reveal the variables of parenting, digital literacy, and the development of creativity in early childhood. The formulation of the problem in this research is 1). Is there an influence of parenting style on the creative development of early childhood?; 2). Is there an effect of digital literacy on the creative development of early childhood?; 3). Is there an influence of parenting and digital literacy together or simultaneously on the creative development of early childhood?

METHOD

The research method used in this study is a quantitative research method with a survey approach. The population of this study was all students in the Baamang sub-district, totaling 1148 students. Referring to Isaac Michael's sample table for a population of 1148 with a significance of 10%, a sample of 217 parents of students was obtained. The sampling technique used is random sampling, sampling technique random sampling is a sampling technique that is done randomly or randomly. Data collection in the form of scores was taken using valid and reliable instruments, including parenting instruments, digital literacy instruments, and creativity development instruments in the form of attitude scale instruments. The instrument used was first tested on a trial sample in the study population but was outside the research sample. Data analysis technique using multiple regression analysis. Research hypothesis a. There is an influence of parenting style on the development of early childhood creativity; b. There is an influence of digital literacy on the development of early childhood creativity; c. There is the influence of parenting and Digital Literacy together or simultaneously on the development of early childhood creativity.

RESULTS AND DISCUSSION

After obtaining research data, further research data is described as follows: 1). Parenting Variable The number of respondents was 217 parents of Early Childhood Students with the lowest score of 62 and the highest score of 85, with an average score (mean) of 72.9493, score range of 23, standard deviation or standard deviation of 6.81652, score frequently occurring (mode) 76, mean (median) 73; 2). Digital Literacy variable, the number of respondents was 217 parents of Early Childhood students with the lowest score of 48 and the highest score of 82, with an average score (mean) of 69.7235, a score range of 34, and standard deviation or standard deviation of 7.19356, score frequently occurring (mode) 73, mean (median) 70; 3). Creativity Variable The number of respondents was 39 217 parents of Early Childhood Students with the lowest score of 52 and the highest score of 99, with an average score (mean) of 87.2765, score range of 47, standard deviation or standard deviation of 8.01833, score the most frequent occurrence (mode) is 99, the mean (median) is 88. Below is a table of descriptions of the research variable data.

Statistics				
		Pola Asuh	Literasi Digital	Kreativitas
N	Valid	217	217	217
	Missing	0	0	0



Mean	72,9493	69,7235	87,2765
Std. Error of Mean	,46274	,48833	,54432
Median	73,0000	70,0000	88,0000
Mode	76,00	73,00	99,00
Std. Deviation	6,81652	7,19356	8,01833
Variance	46,465	51,747	64,294
Range	23,00	34,00	47,00
Minimum	62,00	48,00	52,00
Maximum	85,00	82,00	99,00
Sum	15830,00	15130,00	18939,00

The prerequisite test in this study tested the normality and homogeneity of research data. Following the results of the prerequisite test for data normality of the three variables by conducting the One-Sample Kolmogorov-Smirnov Test, the following results were obtained:

One-Sample Kolmogorov-Smirnov Test

		Pola Asuh	Literasi Digital	Kreativitas
N		217	217	217
Normal Parameters ^{a,b}	Mean	72,9493	69,7235	87,2765
	Std. Deviation	6,81652	7,19356	8,01833
Most Extreme Differences	Absolute	,071	,060	,072
	Positive	,071	,060	,072
	Negative	-,056	-,054	-,066
Kolmogorov-Smirnov Z		1,050	,884	1,059
Asymp. Sig. (2-tailed)		,220	,415	,212

a. Test distribution is Normal.

b. Calculated from data.

From the table above the Asymp score. Sig. (2-tailed) for the parenting pattern variable, we get p-value = 0.220 > 0.05, thus the parenting style variable is normally distributed. The Digital Literacy variable obtained p-value = 0.415 > 0.05, thus the Digital Literacy variable was normally distributed and for the Creativity variable it obtained p-value = 0.212 > 0.05, thus the Creativity variable was normally distributed.

Homogeneity test in this study by conducting Levene's Test of Equality of Error Variances obtained the following test results:

Levene's Test of Equality of Error Variances

Dependent Variable: Skor				
	F	df1	df2	Sig.
	1,050	2	648	,350

Tests the null hypothesis that the error variance of the dependent variable is equal across groups.

a. Design: Intercept + Kelompok



From the table above the Levene, test results show a sig of $0.350 > 0.050$ thus the three data groups come from homogeneous groups

The results of hypothesis testing are as follows:

Multiple Linear Equations and Significance Test of Regression Equation Coefficients. From the coefficients table above, the constants $b_0 = 20.730$ regression coefficients $b_1 = 0.887$, and $b_2 = 0.037$. So the multiple linear regression equation is $\bar{Y} = 20.730 + 0.887X_1 + 0.037X_2$. Hypothesis: $H_0 : \beta_1 < 0$ vs $H_1 : \beta_1 > 0$ and $H_0 : \beta_2 < 0$ vs $H_1 : \beta_2 > 0$. The results of the analysis, as summarized in the table, shows the statistical price for the coefficient of the variable X_1 , namely $t\text{-count} = 4.671$ and $p\text{-value} = 0 / 2 = 0.000 < 0.05$ (right side test), or H_0 is rejected which means parenting has a positive effect on creativity. Furthermore, the statistical price for the coefficient of variable X_2 is $t\text{-count} = 0.208$ and $p\text{-value} = 0.021 / 2 = 0.010 < 0.05$ (right side test), or H_0 is rejected, which means Digital Literacy has a positive effect on creativity;

Coefficients					
Model	Unstandardized Coefficients		Standardized Coefficients	t	Sig.
	B	Std. Error	Beta		
(Constant)	20,730	3,788		5,473	,000
1 Pola Asuh	,877	,188	,745	4,671	,000
Literasi Digital	,037	,178	,033	,208	,021

a. Dependent Variable: Kreativitas

Test of Significance of Multiple Regression Equations. $H_0 : = \beta_1 = \beta_2$ or $H_0 : \beta_1 - \beta_2 = 0$ and $H_1 : = \beta_1 = \beta_2$ or $H_1 : \beta_1 - \beta_2 = 0$. From the results of the analysis summarized in the ANOVA table above, it is obtained that the value of the statistic $F_{\text{count}} = 163.506$, and $p\text{-value} = 0.000 < 0.05$ or this means H_0 is rejected. This means that there is a linear influence of Parenting and Digital Literacy variables on creativity. This also means that there is a simultaneous (simultaneous) effect of Parenting and Digital Literacy on Early Childhood creativity;

ANOVA ^a					
Model	Sum of Squares	df	Mean Square	F	Sig.
Regression	8394,169	2	4197,084	163,506	.000 ^b
1 Residual	5493,241	214	25,669		
Total	13887,410	216			

a. Dependent Variable: Kreativitas

b. Predictors: (Constant), Literasi Digital, Pola Asuh



Double Correlation Coefficient Significance Test. Statistical hypothesis: $H_0: \rho < 0$ and $H_1: \rho > 0$ The significance test of the multiple correlation coefficient is obtained from the model summary table above. It can be seen that the multiple correlation coefficient ($R_{y.12}$) = 0.777 and F_{hit} (F-change) = 163.506, and p-value = 0.000 < 0.05 or H_0 is rejected. Thus the multiple correlation coefficient between X1 and X2 with Y is significant or significant. While the coefficient of determination is shown by R Square = 0.604, which implies that 60.4% of the variability of the Early Childhood Creativity variable (Y) can be explained by Parenting (X1) and Digital Literacy (X2), so it can be concluded that the effect of Pattern Parenting and Digital Literacy together on Early Childhood Creativity by 60.4%;

Model Summary

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics				
					R Square Change	F Change	df1	df2	Sig. F Change
1	.777 ^a	.604	.601	5,06649	.604	163,506	2	214	.000

a. Predictors: (Constant), Literasi Digital, Pola Asuh

Partial Correlation Coefficient Significance Test. The correlation between the quality of academic services (X1) and student satisfaction (Y) by controlling for the effect of online or online thesis trials (X2) ($r_{y1.2}$). From the results of the analysis in the table above it is obtained ($r_{y1.2}$) = 0.304 and p-value = 0.000 < 0.05 or H_0 is rejected. Thus, the correlation coefficient between Parenting (X1) and Early Childhood Creativity (Y) by controlling for the Digital Literacy variable (X2) is significant;

Correlations

Control Variables			Pola Asuh	Kreativitas
Pola Asuh	Correlation		1,000	,304
	Significance (1-tailed)	(1-		,000
	df		0	214
Literasi Digital	Correlation		,304	1,000
	Significance (1-tailed)	(1-	,000	
	df		214	0

Correlation Between Digital Literacy (X2) and Early Childhood Creativity (Y) by controlling for the influence of Parenting (X1). The results of the analysis obtained ($r_{y2.1}$) = 0.014, and p-value = 0.021 < 0.05 or H_0 was rejected. Thus, the correlation coefficient between Digital Literacy (X2) and Early Childhood creativity (Y) by controlling the Parenting Variable (X1) is significant

Correlations

Control Variables			Kreativitas	Literasi Digital
Pola Asuh	Correlation		1,000	,014
	Significance (1-tailed)	(1-		,418
	df		0	214
		Correlation	,014	1,000



Literasi Digital	Significance (1-tailed) df	(1- 0,05) 214	,021 0
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Discussion

Parenting has a positive effect on Early Childhood Creativity

The results of this study are in line with the results of Ernawati and Supriyadi's research (2021) with the title Effects of Parenting Style on Early Childhood Learning Independence during the Covid-19 Pandemic. The results of his research revealed that parenting has a positive effect on early childhood independence. The results of the study also support Sunarti's theory, (2004) Parental care or better known as parenting is the attitude of parents in interacting, guiding, fostering, and educating their children in everyday life with the hope of making children successful in living life. this. The same thing was stated by Euis that parenting is a series of intensive interactions, parents direct children to have life skills. Parenting style according to Sugihartono, et al (2007) is a pattern of behavior used to relate to children. The parenting style adopted by each family is certainly different from other families. Meanwhile, Atmosiswoyo and Subyakto (2002) explain that parenting is a pattern of parenting that applies in the family, namely how the family shapes the behavior of the next generation by following good norms and values and following people's lives. Morrison in Supriyadi (2021) states that parenting is comprehensive education for children outside the home and inside the home to complement parenting in education and be accepted in the family. Supriyadi, (2021) Parenting is an interaction between parents and children where parents provide stimulus to children by meeting children's needs, educating children, guiding children, and instilling moral values in children so that children can have discipline and can grow and develop optimally with the reinforcement and stimulus provided by the parents. Meanwhile, according to Rohn in Supriyadi (2021), parenting style is the attitude of parents in interacting with their children. Thus the first hypothesis in this study is supported by empirical data

Digital Literacy has a positive effect on Early Childhood Creativity

The results of this study support Salehudin M.'s research (2020) with the title Digital Literacy for Early Childhood Youtube Social Media. The results of his research concluded that a positive relationship is referred to as a unidirectional relationship which means that if the facilities (tools and houses) tools namely the internet, smartphones/gadgets, laptops, and PC computers are increasingly available, calm, comfortable (adequate/satisfactory) then children's digital literacy is increasingly increased coupled with targeted and measurable support and guidance by parents and families at home. In this case, it will foster a positive attitude toward children's digital literacy from an early age in the future. Thus the second hypothesis in this study is supported by empirical data

Parenting and Digital Literacy simultaneously or simultaneously have a positive effect on the creativity of Early Childhood

The results of this study are in line with the opinion of Sumanto, (2005) Children who have high creativity are those who have fluency without experiencing halts and dropouts in terms of expressing ideas and have originality in providing a work or result that is unique and extraordinary. If this concept is related to children's creativity, the child concerned may create a completely new work or a modification of various existing ways of learning to produce new forms. The results of this study support Harjono's (2018) opinion that digital literacy is a combination of information and communication technology skills, critical thinking, collaborative skills, and social awareness. The results of this study are also in line with Mery Yanti's research (2016) with the research titled Determinants of Student Digital Literacy: The case of Sriwijaya University. This study aims to analyze the contribution of the digital divide to the level of digital literacy among UB students. The results of this study state that digital literacy is influenced by differences in ownership, communication costs, and the age factor for the first time using ICT devices (computers, laptops, and



others), the existence of this relationship further explains the urgency to manage interactions between children and ICT devices both through formal, informal and non-formal education. Thus the third hypothesis in this study is supported by empirical data.

CONCLUSION

From the results of the research and discussion it can be concluded: 1) Parenting has a positive effect on Early Childhood Creativity; 2) Digital Literacy has a positive effect on Early Childhood Creativity; 3) Parenting and Digital Literacy together or simultaneously on early childhood creativity; 4) The coefficient of determination of the influence of parenting and digital literacy simultaneously and simultaneously on early childhood creativity is 60.4%

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