The Faculty of Social and Political Sciences
UNIVERSITAS AIRLANGGA

ICoCSPA 2020

"Social Sciences' Contribution to Pandemic Handling"

ABSTRACT

- ✓ **Civic Participation in the Times of Crisis**
- ✓ **Infodemic and Disinformation Inundation**
- ✓ **Cultural Shift and Redefining Normality**
- ✓ **Politics of Leadership and Public Trust**
- ✓ **Economic Uncertainty and Resurgence**

22nd October 2020

http://fisip.conference.unair.ac.id

6th International Conference on Contemporary Social and Political Affairs 2020

A GREETING FROM DEAN

It is with a deep satisfaction that I write this Foreword for the Abstract Proceedings of the 6th International Conference on Contemporary Social and Political Affairs (ICoCSPA), conducted online via Zoom on 22nd October 2020.

ICoCSPA maintains a tradition of gathering together researchers, academics, policymakers and professionals, practitioners and experts who share an interest in contemporary social and political issues.

The conference purposely held to facilitate the interaction and insightful discussion for under- and post-graduate students, academics and professionals in a more structured setting to present and discuss the current and upcoming state of research. Their contributions have been remarkable and helped the conference to become outstanding in its field. The papers contributed to the most recent social and political affairs known in the field of sociology, anthropology, law, politics, linguistics, public health, public administration, development studies and various emerging fields in a context of multidisciplinary approach.

In addition to the contributed papers, four invited keynote presentations were given by Prof. Mark Turner from UNSW Canberra, Australia on Economic Uncertainty, Prof. Myrtati Dyah Artaria from Universitas Airlangga, Indonesia who talked about the Cultural Shifting in the context of pandemics, Assoc. Prof. Merlyna Lim from Carleton University, Canada who spoke about the Infodemics and Disinformation, as well as Assoc. Prof. Abdul Jalil Mohamed Ali from Universiti Teknologi MARA, Malaysia who delivered a speech about Public Trust.

This Abstract Proceeding will equip the scholars and practitioners with an excellent reference book. I believe that this will be an impetus to stimulate further study and research in all these areas.

We thank all authors and participants for their contributions.

Dr. Falih Suaedi
Dean of Faculty of Social and Political Sciences, Universitas Airlangga, Indonesia.

RUNDOWN

TIME	EVENT	JOBDESC	DURATION	INFORMATION
Oktober 21, 2020	Inform Zoom link and streaming link	Email team		Email team will send Zoom link and Youtube streaming link through email
Oktober 22, 2020 D-Day **Meeting ID: 984 1521 2927 Passcode: icocspa20**				
07.30	Opening	Operator	30'	Zoom is opened
08.00	Opening ceremony	MC	5'	- Greeting - Informing rundown of the event
08.05	Welcome remarks by Dean	Dr. Falih Suaedi	15'	
08.20	Welcome remarks by PIC	Agie Nugroho S.	10'	
08.30		MC	5'	Handing over the session to the Moderator
09.35 – 09.40		Moderator	5'	Introduce keynote speaker 1
09.40 – 10.20	Keynote speech I	Prof. Mark Turner	40'	
10.20 – 10.25		Moderator	5'	Introducing keynote speaker 2
10.25 – 11.05	Keynote speech II	Prof. Abdul Kalil Mohamed Ali	40'	
11.05 – 11.10		Moderator	5'	Introducing keynote speaker 3
11.10 – 11.50	Keynote speech III	Prof. Myrtati Dyah A.	40'	
11.50 – 12.40	Discussion with keynote speaker	Moderator	50'	Live Q&A: raise hand, turning on video, unmute voice
12.40 – 12.45	Concluding	Moderator	5'	Stating key points from the discussion
		MC		Announcing session break and panel session (Breakout Room)
12.45 – 12.55				Session break
12.55 – 13.00	Opening breakout room	Operator	5'	Breakout room will be opened
13.00 – 13.30	Breakout room sesi I	Moderator dan Presenter	30'	First session will be served for early 3 presenters
13.30 – 13.45	QnA Session	Moderator dan Presenter	15'	
13.45 – 15.00	Breakout room sesi II	Moderator dan Presenter	90'	
15.00 – 15.02	Return to main hall	operator	2'	Closing breakout room session and return to main session
15.02 – 15.05		MC	3'	
15.05 – 15.10	Closing remark	Dekan	5'	
15.10 – 15.15	Closing	MC	5'	Closing statement ICOCSPA 2020

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KEYNOTE SPEAKERS

Prof. Mark Turner
Honorary Professor at the School of Business
UNSW Canberra at the Australian Defence
Force Academy, Australia

Prof. Myrtati Dyah Artaria
Professor at Faculty of Social and
Political Sciences, Universitas Airlangga. Indonesia

Assoc. Prof. Merlyna Lim
Canada Research Chair in Digital Media and
Global Media and Global Network Society,
Carleton University, Canada

Assoc. Prof Abdul Jalil bin Mohammed Ali
Dean of Faculty of Administrative
Science and Policy Studies,
Universiti Teknologi MARA, Malaysia

PANEL SESSION AND ROOM

Room 1: Civic Partcipation in the Times of Crisis

Start : 13.00 / 1 PM

Time estimation each presenter : 10 minutes

Role	No	Name	Email	Abstract Title
Moderator		Putu Aditya Ferdian	putu.aditya.ferdian.ariawantara@fisip.unair.ac.id	
Co-host		Lalu Ary	laluary.kurniawanhardi@gmail.co	
Presenter	A1	Diraisnu Gozali	diraisnu.gozali-2020@fisip.unair.ac.id	Civic Engagement in The Implementation of Ketuk Pintu Layani Dengan Hati Program as an Effort to Reduce The Risk of COVID-19 Transmission in DKI Jakarta
	A2	Ni'matuzahroh Ni'matuzahroh	nimatuzahroh7@gmail.com	Moderating Effect of Coping Strategy on Emotional Intelligence and Psychological Well-Being Among Medical Staff and Volunteers of COVID-19: A Cross-Sectional Survey in East Jawa Indonesia
	A3	Koko Kamarudin	kokokomarudin1@gmail.com	The Effect of Government Policies and Social Solidarity on Fisherman Community Resilience in Handling COVID 19: Study in Puger Kulon and Puger Wetan Village, Jember
	A4	Hamka Hamka	Hamka23487@gmail.com	In Indonesia Public Awareness of Traditional Market Traders in Keeping Health during the Covid-19 Pandemic
	A5	Diah Lisamsu Saraswati	diahlisamsu@gmail.com	Civic Participation During Pandemy Crisis in Indonesia
	A6	Gheraldy Prabowo	gheraldyadam74@gmail.com	Narrative Review Approach to Understanding Social Enterpreneurship: Between Social and Economic Value
	A7	Passakorn Suanrueang	monarchbhassakara@gmail.com	Health Care Behavior and The Participatory Approaches in Infectious Disease Protection in Thailand During The Crisis of Acute Respiratory Disease, COVID-19
	A8	Muhammad Syafar	syafarmuhammad1311@gmail.com	Social Entrepreneurship Pesantren Based To Support Rural Development In the Era of Pandemic (Case Study in District of Lebak, Banten Province, Indonesia)
	A9	Sasha Syaifani	syaifanisasha@gmail.com	Global Philanthropy in Pandemic : Thousand Currents' Role in Tackling The Impact of Covid-19 in Grassroots Level
		Total 9		

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Room 7: Economic Uncertainty and Resurgence

Start : 13.00 / 1 PM

Time estimation each presenter : 10 minutes

Role	No	Name	Email	Abstract Title
Moderator		**Citra Hennida**	citra.hennida@fisip.unair.ac.id	
Co-host		**Rizky Fajar**	rizky.fajar.rahmatullah-2018@fisip.unair.ac.id	
Presenter	E1	Luciana Retno Prastiwi	lucianaretno11@gmail.com	Digital Marketing in Wedding Business During The COVID-19 Pandemic
	E2	Mardika Novianti	mardikanovianti10@gmail.com	Tourism Development Strategy "Danau Teratai" in Supporting Community Economics Era Covid-19
	E3	edlin yanuar nugraheni	edlin.nugraheni@ulm.ac.id	Manufacturing Process of Accessories Crafts from Customized Fabric in Pandemic Time in Pinggiran Sungai, Kecamatan Sungai Lulut, Kab. Banjar Kalimantan Selatan
	E4	Atika Yulianti	atikayulianti07@gmail.com	Roles of Social Capital for Food Security of Old Women as the Impact of COVID-19
	E5	Probo Darono Yakti	probo.darono.yakti-2020@fisip.unair.ac.id	Analysis of The Financial Contribution of Chinas Belt and Road Initiative Amidst COVID-19 Pandemic Mitigation in Indo-Pacific Region
	E6	Armansyah Armansyah	armansyah@mail.ugm.ac.id	Formalization of the Informal Sector as a Strategy to Increase Employment Opportunities and Work Quality in the Demographic Dividend Era
	E7	Ira Nurmala	iranurmala@fkm.unair.ac.id	Youth Resilience in an Effort to Improve Social Welfare during the Pandemic
	E8	Muhammad Fazri	fazri.ie@gmail.com	Does Pandemic Increase the Price Disparity of Agricultural Products? (Study Case: Rice and Red Chilli)
	E9	Rizka Ana	rizka.fitri-13@fisip.unair.ac.id	How COVID-19 Affects Farmers' Working Hours
	E10	Febrina Elia Nababan	febrina.elia0302@gmail.com	Economic Recovery Through Digitalization
		Total 10		

Youth Resilience in an Effort to Improve Social Welfare During The Pandemic

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Abstract

The impact of the COVID-19 pandemic is not only in terms of physical health, but also mental health. Based on the viewpoint of psychologists, pandemics cause uncertainty in human life, many things are ambiguous in nature and many living conditions cannot be controlled. These are all triggers for stress and emotional distress including anxiety and depression, irritability (Ensel & Lin, 1991) . Youth are among those affected by the Covid-19 pandemic. Where as before the pandemic, youth had experienced many normative transitions, such as unhealthy mental conditions due to the demands of their duties as students and workers, social relationships with family, friends and their girlfriends. This normative transition is exacerbated by the internal pressure of adolescents due to the COVID-19 pandemic (reduced workforce, unable to communicate directly with friends, teachers or girlfriends). This results in the potential for stress on youth to be higher (Duffy, Twenge, & Joiner, 2019 . However, youth have a relatively low risk of health complications due to COVID-19 because youth can actualize their activities through social media so that they can still communicate with other people and their duties are usually only as students or workers and most youth do not have the task of caring for children or as a job parents. Therefore youth have a better level of resilience despite significant impacts during the pandemic (Masten,2001) .Youth have many skills that underestimated by the adults around them. One of the skills possessed by youth is their fast adaptation to technology. This skill helps youth meet their unmet social well-being in the midst of the pandemic. For instance, the fast adaptation of technology leads to their networking through a social media. This research is a qualitative study using data obtained from the focus group discussion (FGD). To get an in-depth information about youth resilience in the pandemic era, this study conducted FGDs with stakeholders who contribute to youth empowerment. The selection of participants in this study was carried out by purposive sampling.

Keywords : *pandemic,youth reselience, social welfare, social media, covid-19*

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YOUTH RESILIENCE IN AN EFFORT TO IMPROVE SOCIAL WELFARE DURING THE PANDEMIC

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Abstract: The impact of the COVID-19 pandemic affects various aspects such as physical health, mental health, social and economic factors. Youth are among those affected by the Covid-19 pandemic and experiencing pressure due to the pandemic. In fulfilling social welfare during a pandemic, the skills possessed by young people are quickly adapting to online technology. The purpose of this study is to identify efforts to build youth resilience in an effort to improve social welfare during a pandemic. This research is a qualitative study using data obtained from the focus group discussion (FGD). Stakeholders in this study consisted of NGOs, telecommunication provider companies, representatives from the mass media, consulting agencies. Youth are sometimes known as lazy people, have weak stress coping skills and lack of self-control, but there is a lot of creativity. Efforts to build youth resilience in improving social welfare during a pandemic include making a creation on social media, working according to their expertise (such as being a journalist, reporter, photographer, and others), creating interesting and useful applications, and providing a platform for young people's new business namely digital games or e-sports. In addition, there is also a forum to foster youth creativity by improving life skills. Youths need to be directed to reach their maximum potential by making online technology a means of resilience to improve their social welfare in the pandemic era.

*Keywords:*Youth, Resilience, Social Welfare, Online Technology

INTRODUCTION

The impact of the COVID-19 pandemic is not only in terms of physical health, but also mental health. Based on the viewpoint of psychologists, pandemics cause uncertainty in human life, many things are ambiguous in nature and many living conditions cannot be controlled. These are all triggers for stress and emotional distress including anxiety and depression, irritability (Ensel & Lin, 1991). Based on the 2000-2025 Indonesian Population Projection data, the proportion of the population of youth aged 10-19 years in 2010 was around 18.3% of the total population or around 43 million people (Kemenkes RI, 2014). Youth are among those affected by the Covid-19 pandemic. Whereas before the pandemic, youth had experienced many normative transitions, such as unhealthy mental conditions due to the demands of their duties as students and workers, social relationships with family, friends and their girlfriends. This normative transition is exacerbated by the internal pressure of adolescents due to the COVID-19 pandemic (reduced workforce, unable to communicate directly with friends, teachers or girlfriends). This results in the potential for stress on youth to be higher (Duffy et al., 2019). However, youth have a relatively low risk of health complications due to COVID-19 because youth can actualize their activities through social media so that they can still communicate with other people and their duties are usually only as students or workers and most youth do not have the task of caring for children or as a job parents. Therefore youth have a better level of resilience despite significant impacts during the pandemic (Masten, 2001).

Youth are important because they have inherent human rights that must be upheld. The total youth population in the world is an unprecedented 1.8 billion and still alive today, and also because they are the shapers and leaders of the global future. But in a world full of

adult attention, young people are often neglected. This trend demands immediate correction, because it harms young people as well as the economy and society in general (Das Gupta et al., 2014). Youth have many skills that underestimated by the adults around them. One of the skills possessed by youth is their fast adaptation to technology. This skill helps youth meet their unmet social well-being in the midst of the pandemic. For instance, the fast adaptation of technology leads to their networking through a social media. This makes social media a necessity in teenage life. There are 130 million active social media users in Indonesia. Most users are in the youth age group (Mehmood, 2018). According to a survey on the use of technology, information and communication in 2017, internet users by individuals in Indonesia are the highest at the age of 20-29 years at 60.15%. Based on the socio-cultural aspect in terms of social welfare, it shows that 60% stated that the use of technology, information and communication boosts productivity at work, gets business opportunities, and gets various information both in rural and urban areas (Kominfo, 2017). Indonesia is the biggest Social Media user in Southeast Asia which has changed rapidly on Social Media Platforms. The increasing number of internet users in Indonesia cannot be separated from the development of infrastructure and the ease of getting a smartphone or handheld device. Another reason is that if there were only a few vendors and handheld devices, now they are large and the prices are lower. Social media has become a new need in human life that replaces primary needs (Susilo & Putranto, 2018).

For young Indonesians, social media is not only used as a means of communication. But now the media has been used as a place to share everything, social media is used as a place to transact goods (Susilo & Putranto, 2018). Social media can be a good forum for practicing skills related to youth identity development. The growth of interactive media platforms and the rapid adoption of youth is one indication of the attractive nature of social media tools (Uhls et al., 2017). Youth tend to be economically vulnerable, live closer to the poverty line than other age groups, have little savings, and work in the informal sector during pandemics. Before this pandemic emerged, the World Bank estimated that 1 billion youth would enter the labor market in the next decade, of which only 400 million would find jobs. The impending recession will only increase the uncertainty of the future of another 600 million youth (UNICEF, 2020). Some of youth who are quite sensitive to the conditions of their surrounding environment realize their need to contribute to improving the economy of families affected by coronavirus. Youth may use social media and online technology to reach for their potential that economically advantages in the era of coronavirus pandemic. The purpose of this study is to identify any efforts to shape youth resilience in an effort to improve social welfare during a pandemic.

RESEARCH METHOD

Design and Participants

This research is a qualitative study using data obtained from the focus group discussion (FGD). To get an in-depth information about youth resilience in the pandemic era, this study conducted FGDs with stakeholders who contribute to youth empowerment. Participants in this study were selected by purposive sampling. There were five participants in this study from various stakeholders. Stakeholders in this study consisted of NGOs, telecommunication provider companies, representatives from the mass media, consulting agencies. The process of recruiting participants started with coordination meeting between researchers and informant regarding the objectives and purposes of the research, then we arranged a next meeting for an online focus group discussion. FGD questions include the characteristics of current youth, overview of youth's expertise, and efforts to improve social welfare during a pandemic for youth, especially the use of technology that helps their

resilience in the pandemic era. Researchers conducted focus group discussions in August 2020, the focus group discussion guidelines were used in this study.

Data collection and Analysis

The FGD lasted for approximately 60-90 minutes, facilitated by researchers and recorded with video for transcripts and analysis. Before the FGD began, participant information sheets had been provided and explained, including informant rights, recording, and confidentiality. This research has received ethical approval from the Health Research Ethics Commission of the Faculty of Nursing, Universitas Airlangga. The analysis began by making a transcript of the FGD results, then identified the themes and phrases that emerge and categorized the data against these themes. Data analysis is used to describe methods or strategies regarding youth resilience in improving social welfare during a pandemic.

RESULT

Participant charactersitics

Participants in this study were stakeholders from NGOs, telecommunication provider companies, representatives from the mass media, and consulting agencies. The total number of participants were five people. Participants from stakeholders in Surabaya City, East Java Province, Indonesia.

Characteristics of youth

Based on the results of the FGD, information was obtained that the stakeholders described the characteristics of youth, namely their ability to coping stress is weak, their aggressiveness is weak, as well as self-control, and more fragile.

"Let's think it invites us to wander down to youth looking at themselves, what happens to them, what are the challenges and it turns out that it is not enough to talk about approaches to youth only on the cognitive side, right? Their soft skills are because most of them are coping with their stress, they are weak, their agitation is weak, self-control.." (Informant 1).

"The only minus is that when they fail they are easier to fall, more fragile" (Informant 4).

Today's youths prefer things that are instantaneous and tend to be lazy, but from there the creative side of young people emerges.

"I recruited a lot of young people, I was looking for young people to become journalists, reporters, because with young people, my paradigm says that young people are more agile, faster, more sensitive, more critical. But it turned out that when I actually recruited them, it wasn't like that. On average, they want instant, sluggish, like that.." (Informant 2).

"This millennial youth likes instant stuff. But that is where their creativity comes from because surely lazy people will find more efficient ways to achieve their goals, shortcuts ... if it's from a creative side that they are actually very, very creative, they can create because they are lazy, like that" (Informant 4).

Efforts to improve social welfare during a pandemic for youth

The method used for youth is more towards life skills with strengthening soft skills. The challenges given are like making a creation on social media.

"Actually, it's the same as peer educators, the point is that we can act as messengers for other friends, can influence the good like that, right, but maybe if we focus more on life skills so

cognition is built, the information that is built is more fun. We try to strengthen the soft skills to be more creative, but we have one lecture, the delivery of question and answer material" (Informant 1).

"We give them a challenge, they try to make a work, so they continue to post it on Instagram via social media like that, we also make learning series via online like that. when this pandemic the challenges are tremendous. We can't all go offline like that. So in the end they were very enthusiastic" (Informant 1).

One of the stakeholders recruits young people based on their expertise to become journalists, reporters, photographers, and others.

"I happen to be 18 years old as a journalist, not just a journalist, so it can be said to be a businessman too. So there I accommodated many young people to become journalists, to make marketing, to become reporters, photographers, and others. Yes, anyway. So from there, at least I can know what the trend of young people is now, you see .." (Informant 2).

Recruiting youth to work with according to their skills and talents is very good in improving social welfare during a pandemic. in addition, it can reduce the number of juvenile delinquency.

"So, we invite them according to their expertise, according to their respective talents, so as not to spread juvenile delinquency, and so on." (Informant 3).

Efforts to improve social welfare for youth during a pandemic in the field of technology can be done by creating interesting and useful applications.

"In accordance with their talents, they make something, because they are really fast. When it comes to gadgets, talking about applications, wow we missed us ... So, that's why we gathered these young people, then they made applications. For example about health, they have made it. I already exist, I can open the sehati.id application. They make such an application, for mother and child. So regarding information about health, how to become a mother, how to care, to making applications for midwives. Because they are running to grassroots... For example, there is another, called touring, youth are not only happy to be instantaneous, but also like to travel everywhere. Well, like traveling, it is stated in an application called Tour In, we also already exist, Tour In. Tour in is a virtual tour. So according to his field, what virtual. So even he climbed the mountain during this pandemic." (Informant 3).

"The first child together with the Ministry of Manpower created an innovation room, that's the place to make applications and collaborate" (Informant 3).

In the field of digital games, young people can use it as a new business with expertise in games.

"Maybe the other side of our youth also has new business fields, digital games or e-sports. This e-sport may not have been very much noticed in Indonesia, now there are many, many schools have started, many competitions have started, but maybe one of the right places to generally keep youth friends busy is in the field of games. Because maybe in the past, parents saw that playing games was a waste of time, it doesn't matter, but now it turns out that e-sports can be a good source of income, even if it's engineering like that, here we also

accommodate friends. Youth follow so like background games, for example, if someone plays games, there are commentators, yes, commentators on games are also paid handsomely, they are rented. So we train them, we facilitate a room with a green screen for them. train what argument is the term for the commentator of the games, but it must be directed not to games that lead to where that is, because they actually still need direction, they actually know which one is right and what is wrong, but sometimes there is a gray in the middle . That is our real job, indirectly without them knowing we are directing it in a subtle way." (Informant 4).

In addition, there are organizations that make programs on youth creativity with themes that lead to Life Skills.

"Now, during the pandemic, we were with UNICEF and LTA Tulungagung, but Plato was only asked to be like a consultant. But they are strengthening the children forum, district / city children forum in East Java. So they made a LOKER series called Lumbung Creative Youth to strengthen life skills. So every Friday through online we reinforce several themes, yes, there are 7 themes with a syllabus and the results of these themes are from consultation meetings of representatives of the East Java regency / city children forum" (Informant 1).

DISCUSSION

Youth have many skills that underestimated by the adults around them. Characteristics of adolescents such as lack of weakness in coping stress, self-control, being more fragile, and so on are seen as deficiencies inherent in adolescents. Youth are groups of people who are still in a state of searching for their identity and often have not found their existence. On the other hand, the presence of new media or digital media is a medium that is very close to young people. Due to their high curiosity about change and something new, digital media is often accessed more by people at a young age than other age groups (Fadhal & Nurhajati, 2012). However, the advantages of today's youth have high creativity. One of the skills possessed by youth is their fast adaptation to technology. The current generation has a myriad of potentials, which is time to become a pioneer or driving the development of online technology.

Various youth activities can be carried out to build youth resilience in an effort to improve social welfare during a pandemic. In this study, youth work a lot through social media, for example, instagram is what is currently popular. Social media is a collection of web applications that allow the production, sharing and remix of content from multiple sources by network and mass participants (Swist et al., 2015). Social media refers to Internet-based applications that allow people to create works and exchange content using digital network technology (Boyd & Ellison, 2007; Kaplan & Haenlein, 2010). More than 80% of Kansas City Youth survey participants spend some time on social networking sites every day (H. Seo et al., 2014). Five points about using media that is choose carefully, pick the application, or make your own, ensure activity alignment, media plan integration, and access for all. Social Media is not an easy job and may require a new way of thinking (Kaplan & Haenlein, 2010). The impacts of social media on welfare include: encouraging identity formation, community development and creativity; support the self-learning and aspirations of marginalized youth and expand formal and informal knowledge networks and social support for youth; can positively influence youth consumption patterns by facilitating networks and attitudes that support financial well-being and empower adolescent consumers and financial literacy; creating new spaces for youth's civic and political engagement by opening up opportunities for various forms of participation, self-expression and creative handling of social problems; supporting family and intergenerational relationships that utilize a wide

range of skills including the knowledge and skills of youth, peers, families and other adults to promote safety, well-being and resilience (Swist et al., 2015).

Most of the motives for using the internet in Indonesia include staying up to date (31.3 million people), having access to work-related information (27.6 million), spending free time (17.9 million), socializing (13.6 million), education (12.2 million), entertainment (11.7 million), and business (10.4 million). Most internet users in Indonesia are aged between 25 - 34 years, followed by the 10-24 year age group (Indonesian Internet Service Providers Association, 2016) One of the social media that is still favored by most people, namely Instagram. On Instagram, users can present themselves in visual form (for example, images and videos) and in writing. Instagram puts forward visuals in its use, coupled with the editing features available on Instagram (Salim et al., 2017). The results of the 2016 Indonesian Internet Service Providers Association survey showed that Instagram is the second most used social media application after Facebook, with 71.6 million people (54%) using Facebook and 19.9 million people (15%) using Instagram (Indonesian Internet Service Providers Association, 2016). users on Instagram can present themselves visually (such as through pictures and videos) or via text. But visual presentation is the most dominant on Instagram because it's impossible to upload posts without images. Instagram users not only communicate with images and text, but also "Hashtags" and "emoticons" are often used, and users can search for specific images using hashtags (Nilsson, 2016). Apart from that, young people generally often use digital platforms to communicate with their peers. For them, connecting with each other is the key to their sense of belonging and overall happiness in this time of the pandemic (UNICEF, 2020).

In this study, job opportunities in the media sector are accommodated for youth because of their creativity which attracts recruiting stakeholders, like being a journalist, reporter, photographer, etc. There has been a shift in the age balance of journalists, with older, more experienced journalists being replaced by younger workers. This was driven both by cost (younger journalists, on average, cheaper) but also by divergent skills, with younger journalists being seen as having higher levels of IT and digital skills. Those who see it as a skills-driven change note the impact of a younger journalist's skill base and bring innovation to the growing online publication (Spilsbury, 2014).

In addition, in the technology sector, many youth have contributed to making applications. With support for youth, they can channel their talents so they can create various interesting applications. Applications made by youth include sehati.id regarding health and tour in for youth who like to travel, and other applications that work with the government. Organizations of workers and employers must strengthen the legitimacy of their representatives through innovative organizing techniques that reach them in the platform economy, including through the use of technology. The ILO can be a focal point in the international system for social dialogue, guidance and analysis of national future work strategies and for examining how the application of technology can positively affect work design and worker welfare. Technology can play an important role in achieving gender equality. Mobile phones can facilitate knowledge and access to job opportunities. Access to finance and credit through mobile banking can provide a tremendous boost to female entrepreneurship in rural economies. At the same time, new business models in the digital economy continue to perpetuate the gender gap (International Labour Organization, 2019). The penetration of technology is such that it can now be considered fundamental to many basic dimensions of human well-being, better health and education service delivery, more accountable governance, a range of economic benefits, from job creation to growing durable crops (Youssef et al., 2014).

In this study, the field of digital games or e-sports can be used by youth as a new business with a decent income. This business started a lot of competition and most

importantly in this field youth must be directed towards positive things. These activities can be used by youth during this pandemic. Competitive computer gaming (eSports) has emerged as an important aspect of cyber consumption. The collaborative efforts of gaming companies, players, online communities, regulatory agencies, and many other stakeholders play an important role in enriching and maintaining the value experience of eSports consumption. eSports is mainly played to improve consumers' ability to use digital technology and play computer games as a form of competition (Y. Seo, 2013). Gaming audiences are a growing market with a young consumer base who are highly connected with cutting-edge technology (Miah, 2017). The exponential growth of the industry is quite large, as statistics have proven there is unremitting interest and a market base for gaming and gaming audiences (Jiang, 2018).

Youth work can play a key role in reaching all young people. For those with fewer opportunities, youth work supports reintegration, through close and informal contact with youth, youth-friendly outreach and the ability to instill confidence in young people to connect with the authorities. The aim of youth employment is not to provide employment but involvement in the various personal and social development activities it offers, helping young people to develop the knowledge, skills and attitudes needed in the employment field. These include teamwork, communication, leadership, flexibility and responsiveness. They also include creativity and innovation, which involves defining problems, looking for ways to solve them, and sticking to selected actions. In this way, youth employment contributes to closing the gap between the competencies that young people acquire and the needs of the labor market (European Commission, 2013).

In addition, in this study, activities carried out to build adolescent resilience in an effort to improve social welfare include a youth creativity program. The core characteristics of effective creative youth development programs include that they are asset-based, viewing youth as a resource in society and a partner in learning rather than a container to fill or problems to solve; youth driven; setting high expectations for growth and learning in the arts, humanities, and sciences; provide physically and emotionally safe spaces for young people; fostering the development of positive relationships with peers and adults; and discussing wider communities and the unique social contexts in which they occur (Massachusetts Cultural Council, 2013). The development of youth creativity has grown from its grassroots beginnings into a field supported by hundreds of organizations and programs. Since its inception, the main principle of youth creativity development programs is their belief in the ability of young people to achieve high achievement and personal growth through participation in creative activities. The founders mostly developed their program independently and initially learned by doing and through reflective practice. Youth development refers to the deliberate process of promoting positive outcomes, such as community involvement and a positive self-image, by providing opportunities and supporting adolescents' need to fully participate in their personal, social and cultural growth (Montgomery, 2014).

This research showed that youth who have been considered powerless have proven that they have enough power to survive in the pandemic, their hobby of doing social media activities and use of online technology is an opportunity to continue to contribute economically to them and their families. Some job opportunities are now becoming more open to youth realizing their potential to do a certain activities where adults may have more challenges in doing it.

Social welfare is a condition of human life that is created when various social problems can be managed properly, when human needs can be met and when social opportunities can be maximized (Midgley, 2004).The economic and social impacts are greater than the physical health impacts of COVID-19. During a pandemic, many people are under

stress because of economic hardship and changes in their lifestyle. However, youth can maintain their routine activities, physical activity and sports so that the quality of life for youth is maintained and even increases during the pandemic to improve their long-term well-being (Shanahan et al., 2020). Economic conditions affect a person to do healthy behavior. With a fairly good economy, a person can be aware, willing and able to make disease prevention efforts. Therefore, the capacity of the community in the economic sector needs to be developed through empowerment (Nurmala, 2020).

CONCLUSIONS

Youth have a big contribution, especially during a pandemic when the use of online technology is increasing. From the positive side, the characteristics of youth have creativity that can take advantage of online technology. The superiority of youth in being exposed to technology gives them the power to change themselves and contribute positively to their social environment. Youth need to be provided with provisions in developing soft skills and life skills to increase youth resilience. Youths need to be directed to reach their maximum potential by making online technology a means of resilience to improve their social welfare in the pandemic era.

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KETERANGAN LOLOS KAJI ETIK
DESCRIPTION OF ETHICAL APPROVAL

"ETHICAL APPROVAL"
No : 1392-KEPK

Komite Etik Penelitian Kesehatan Fakultas Keperawatan Universitas Airlangga dalam upaya melindungi hak asasi dan kesejahteraan subyek penelitian kesehatan, telah mengkaji dengan teliti protokol berjudul :

The Committee of Ethical Approval in the Faculty of Nursing Universitas Airlangga, with regards of the protection of Human Rights and welfare in health research, carefully reviewed the research protocol entitled :

"ANALISIS EFEKTIVITAS MEDIA CAPACITY BUILDING PEER-EDUCATOR DALAM UPAYA PENCEGAHAN PENYALAHGUNAAN NAPZA PADA SISWA SMA"

Peneliti utama
Principal Investigator : **Ira Nurmala**

Nama Institusi
Name of the Institution : Fakultas Kesehatan Masyarakat Universitas Airlangga

Unit/Lembaga/Tempat Penelitian
Setting of research : Kota Surabaya

Dan telah menyetujui protokol tersebut di atas melalui Dipercepat.
And approved the above-mentioned protocol with Expedited

Surabaya, 9 Mei 2019
Ketua, (*CHAIRMAN*)

Dr. Joni Haryanto, S.Kp., M.Si.
NIP. 1963 0608 1991 03 1002

*****Masa berlaku 1 tahun**
1 year validity period