

# **PKM Community Services for Elementary School Teachers Working Group (KKG SD) to Improve Students' Resilience and Digital Literacy in Bantul Regency**

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## **ABSTRACT**

According to data provided by UNESCO, Indonesia's literacy is relatively low, with a reading interest index of 0.001, implying that one child out of every 10,000 in Indonesia is interested in reading. It is challenging to improve literacy because it requires a comprehensive strategy, particularly in relation to cultural literacy. Enhancing cultural literacy is influenced by the learning process. Students who have good cultural literacy will have capital in learning and will be prepared to face future challenges related to cultural diversity. Learning adaptability is an important aspect that teachers and students must own in the era of the Fourth Industrial Revolution. The ability of elementary school teachers to adapt to technological devices influences digital literacy skills. Hence, to remain stable in stressful conditions and situations, elementary school teachers must be able to positively adapt in the digital era. In order to be adaptive and respond positively when encountered with a variety of issues, resilience is necessary. The purpose of the PKM is to assist the Elementary School Teachers Working Group (KKG SD) in improving the resilience and digital literacy of students in Bantul Regency, DIY. The PKM program is based on Matching Fund 2022 research, which incorporates 12 educational game products for students in grades 1-6 with each class gradually and sustainably through teacher assistance in the classroom. The outcomes of the PKM include improved teacher knowledge and proficiency in utilizing e-learning media to foster resilience and digital literacy in the classroom. Additionally, the edugame study produces three edugame products from elementary school teachers: proceeding articles and Intellectual Property Rights (HKI).

*Kata Kunci: Resilience; Digital Literacy; Edugame*