



SKILL DIGITAL

Daya Saing & Produktivitas

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2024

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FAKTA-FAKTA SKILLS



Lionel Andres Messi yang lebih dikenal sebagai Leo Messi lahir di Argentina pada 24 Juni 1987. Usia 35 tahun dalam Piala Dunia Qatar 2022 menjadi pemain bola yang sudah tidak muda lagi dalam laga itu. Tinggi badannya 170 cm, rata-rata sama dengan anak muda Indonesia. Leo Messi berlagu sepanjang 130 menit lebih pada pertandingan sepak bola final Piala Dunia Qatar 2022 yang penuh drama dan sangat menegangkan pada Minggu malam 18 Desember 2022. Leo Messi termasuk pemain dan kapten regu yang tidak tergantikan selama permainan berlangsung. Sementara sebagian pemain lain yang lebih muda pun harus ditarik keluar dari lapangan karena kelelahan dan cedera.

Leo Messi di seluruh waktu sesi pertandingan sangat nampak dan terukur **SKILLNYA** memerebutkan bola penuh kendali diri. Ia hanya melangkah berjalan dan tidak berlari kesana kemari di semua sudut lapangan sebagaimana Leo Messi muda. Leo Messi berlari cepat sesekali saja pada saat ia merasa tepat berlari. Ia melewati pemain yang lebih jangkung saat melakukan penetrasi ke gawang Perancis. Sebulan dan kematangan bermain ditampilkannya oleh Leo Messi. Tiga gol Leo Messi ciptakan dalam final itu. Pencapaian yang luar biasa tim Argentina menjadi juara dan Leo Messi menjadi bintang sepak bola 2022.

FAKTA-FAKTA SKILLS

- Skills menjadi kebutuhan pokok dalam menjalani hidup-hidup-penghidupan.
- Skills sebagai Kunci penting di dalam memperoleh Kemenangan, Pekerjaan, Penghasilan, Karir.
- Skills membuat Orang dipercaya, dikagumi oleh lingkungan sosialnya.
- Skills diperoleh secara alami melalui learning by doing, pendidikan, pelatihan, dan pengalaman.
- Skills dapat diajarkan melalui pelatihan berulang.

FAKTA-FAKTA SKILLS

- Skills Membangun Kepercayaan sehingga diundang dan dipercaya melakukan tugas kerja (Jobare)
- Skills Meningkatkan Produktivitas dan Pertumbuhan Ekonomi,
- Perubahan dunia kerja membutuhkan perubahan dan penyesuaian skill
- Skills Memberi Kemenangan, Kejayaan, Popularitas.
- Skills Membuat Orang Sehat, Selamat, Sejahtera

KONSEP SKILLS

- An ability to perform a particular mental or physical activity which may be developed by training or practice. (Source: NCVER) MacKenzie-Roose-Anne P
- An ability to do something well. (Paul Attewell, 1990)
- Encompasses both Mental and Physical proficiency.
- Expertise, Mastery, Excellence,
- A skill is the learned ability to perform an action with determined results with good execution often within a given amount of time, energy, or both (Wikipedia).

KOMPETENSI versus SKILL

Kompetensi: Dik-Lat

The individual's demonstrated **capacity** to perform, i.e. the **possession of knowledge, skills and personal characteristics** needed to satisfy the special demands or requirements of a particular situation". (Source: VOCEB; ILO).

NEWBIE; NOVICE; BEGINNER; TALENDED; SKILLFUL; EXPERIENCED; ADVANCED; SENIOR; EXPERT

Skill: Dunia Kerja Industri

An **ability to perform** a particular **mental and/or physical activity** which may be developed by **training or practice**. (Source: NCVER)

Komprehensif, Kepercayaan diri, Keberanian Menyampaikan pendapat, Keberanian tampil, Ngajeni, Memberi layanan, Tanggung jawab, Kesantunan, Bugar Berkoordinasi dengan orang lain, Kecermatan bertindak, Bekerja dalam tekanan, Ketelitian, Kerapian, Taksu, Menghargai waktu, dll

Learning Skills, Learning Intelligence → Digital Tools

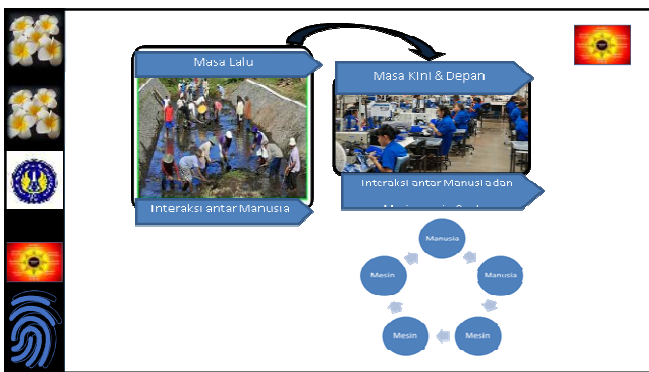
Tabel 2.4 Area Skill Digital

SKILL DIGITAL

Informasi, Komunikasi, Problem Solving, Security, Virtual Reality

Area Skill Digital	Variable	1-13
Informasi	Informasi	1. Mengetik informasi dan konten digital
	Komunikasi	1. Pemulihan informasi dan konten digital 2. Memahami dan mengirim data/informasi 3. Belajar dan menggunakan tool-tool digital 3. Mengirim e-mail, menggunakan jaringan sosial dan chat 4. Menggunakan layanan digital masyarakat (self, health information, online appointment, administrative) 5. Membuat dan mengelola multiple digital identities 6. Transfer informasi data digital 7. Membedakan antara informasi benar dan salah 8. Memprediksi masalah online untuk troubleshooting cyberbullying
	Content Creation	9. Membuat indeks ke komputer untuk pemfom pada laptop/gadget melalui grafik, tabel, index) 10. Mengambil dan mengirim gambar 11. Membuat dan mengirim teks dan gambar 12. Membuat presentasi dengan image 13. Merekam video dengan mobile phone atau tablet
Security	Security	1. Memproteksi peralatan/Devices dan ancaman 1. Sharing dan proteksi data pribadi online 2. Keamanan download data dari device satu sama lain 3. Launching program komputer 4. Downloading aplikasi baru 5. Mengidentifikasi permasalahan teknis 6. Ability memecahkan masalah teknis 7. Menyiapkan dan menggunakan program komputer untuk lingkungan pelanggan digital 8. Updating aplikasi 9. Membantu dan mengajari satu sama lain dalam penggunaan teknologi
	Troubleshooting	

E-Healts, Smart Home, Smart Meter, Smart Washing Machine, Smartphone Networked with Terminal in Buildings and Tolls, Smart Cities, Smartphone as Central Device for Controlling, Regulating Equipment and Paying, Smart Traffic, Smartphone as an Access and Identity Card, Machine Tools with Internet Communication, Remote Controlled Tractors, Self-Controlling Products, Automated Farm, Service Robot in Nursing, Service Robot in the Household, Self-Learning Robot, Drones in Logistics, Asistive Robot in Medicine and Assembly in Production, Total Replacement of Humans By Robots in Selected Service Areas, Additive Manufacturing of Clothes and Footwear, Remote Maintenance of Systems, Virtual Tour in Factories, Virtual Factory Planning, Virtual Reality, Virtual Tour in Planted Houses, University to Visit, Schools to Visit, Virtual Diagnostics on Complex Systems, Virtualization With Feedback of Senses (Smell, Haptics), Language Acquisition By Computer, Medical Distance Consulting, Translation Support, Learning With Digital Media, Blended Learning, Neural Networking, Capture Instructions, Medical Remote Diagnosis, Automated Translation, Conducting Learning, Automated Language Learning, Predictive Analysis, Automatic Recognition and Promotion of Human Thinking, Automated Presentation of Thinking Result In Multiple Languages. (Sudira, 2020)



- ### KEBUTUHAN BERSAMA
1. Peduli/Aware Teknologi
 2. Melek/Literasi Teknologi
 3. Berkapasitas Teknologi
 4. Inovatif bersama Teknologi
 5. Kritis terhadap Teknologi

EROSISTEM BARU PELATIHAN SKILL & PEMBELAJARAN VOKASIONAL

IN MORE DEVELOPED COUNTRIES: Research, Development, Design, Marketing and Sales, Global Supply Chain Management

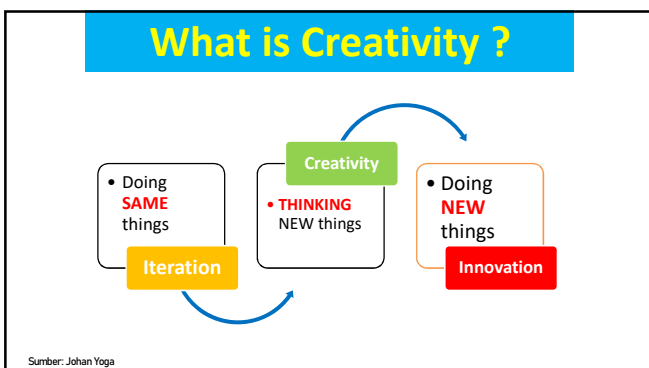
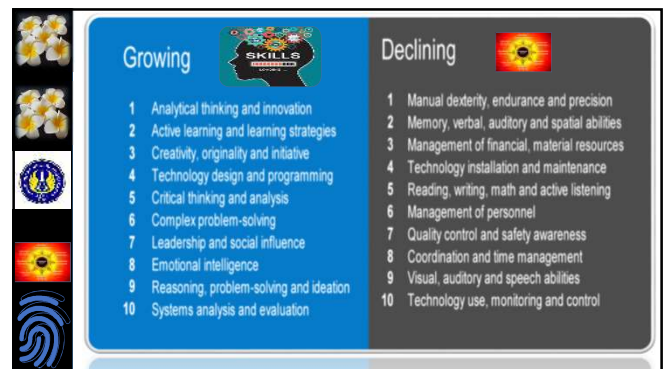
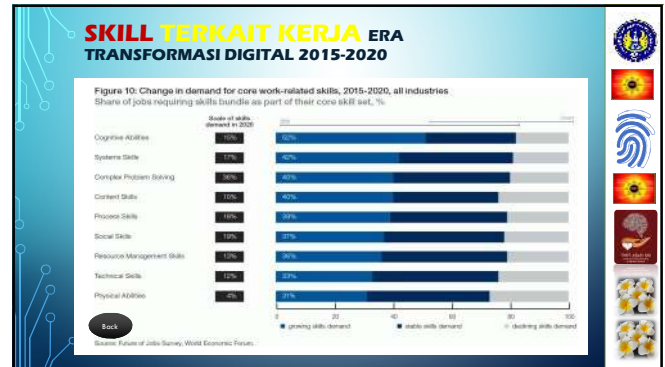
IN LESS DEVELOPED COUNTRIES: Basic Work, Business Work

Soft Abilities: Mental kerja, Moral kerja

Aspects	Basic Skills	Cross Functional Skills
1. Literacy	1. Basic Literacy	1. Basic Literacy
2. Numeracy	2. Basic Numeracy	2. Basic Numeracy
3. Digital Literacy	3. Basic Digital Literacy	3. Basic Digital Literacy
4. Communication	4. Basic Communication	4. Basic Communication
5. Teamwork	5. Basic Teamwork	5. Basic Teamwork
6. Problem Solving	6. Basic Problem Solving	6. Basic Problem Solving
7. Creativity	7. Basic Creativity	7. Basic Creativity
8. Innovation	8. Basic Innovation	8. Basic Innovation
9. Leadership	9. Basic Leadership	9. Basic Leadership
10. Entrepreneurship	10. Basic Entrepreneurship	10. Basic Entrepreneurship

VOCATIONAL ABILITIES & SKILLS

Abilities	Basic Skills	Cross-functional Skills
Cognitive Abilities <ul style="list-style-type: none"> • Critical Thinking • Creativity • Logical Reasoning • Problem Solving • Information Processing • Visualization 	Content Skills <ul style="list-style-type: none"> • Active Learning • Collaboration • Reading • Communication • Written Expression • ICT Literacy 	Social Skills <ul style="list-style-type: none"> • Collaboration with Others • Emotional Intelligence • Negotiation • Persuasion • Service Orientation • Training and Teaching Others
Physical Abilities <ul style="list-style-type: none"> • Physical Fitness • Manual Dexterity and Precision 	Process Skills <ul style="list-style-type: none"> • Active Listening • Critical Thinking • Monitoring Self and Others 	System Skills <ul style="list-style-type: none"> • Decision-making • Problem Solving • System Analysis
Soft Abilities <ul style="list-style-type: none"> • Mental kerja • Moral kerja 	Technical Skills <ul style="list-style-type: none"> • Equipment Maintenance and Repair • Equipment Operation and Control • Programming • Quality Control • Technology and User Experience Design • Troubleshooting 	Resource Management Skills <ul style="list-style-type: none"> • Management of Financial Resources • Management of Material Resources • People Management • Time Management



- ### "7 Cs" that is
- Critical thinking,
 - Creativity,
 - Collaboration,
 - Communication,
 - Cross-cultural understanding,
 - Career and life skills, and
 - Computing and digital literacy

