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Learn Digital Skills Through the Skilvul Platform

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ABSTRACT

Objective: *The journal entitled "Learning Digital Skills Through the Skilvul Platform" discusses the author's experience of learning digital skills required in the Industry 4.0 era through the Skilvul platform. In this era, society needs to possess adequate digital skills.* ***Method:*** *The method used in this journal involves a literature study, conducted by reviewing research data from books, literature reviews, scientific papers, articles from the internet, and other sources relevant to the research problem. Additionally, a participatory observation method was employed, where the author was directly involved in the activities or environments being studied.* ***Results:*** *The results achieved by the author indicate that, despite some strengths and weaknesses, the author finds the Skilvul platform to be a good learning resource for individuals interested in acquiring digital knowledge beneficial for the Industry 4.0 era.* ***Novelty:*** *This research implies that platforms like Skilvul have the potential to be a practical solution for improving digital literacy in the community. Practically, this platform can be used by individuals for self-learning or by institutions as part of training programs. These findings also provide input for platform developers to improve content and teaching methods.*

INTRODUCTION

We currently live in a digital era, where everything can be done via smartphones, laptops, and other devices. This digital era allows for fast and easy access to information [1]. This era is often referred to as the Industry 4.0 era, an era of rapid technological change that impacts many aspects [2]. The digital era has transformed the way humans live, from working and interacting to facing opportunities and challenges. There have been significant changes in the way we work, conduct business, and even our daily lives, all of which have become more connected with advanced technology. The Industry 4.0 era has made everything more effective and accessible [3].

However, these changes also bring significant challenges in terms of infrastructure readiness, technology adoption, and the social and workforce impacts that must be addressed. These rapid changes need to be balanced with the digital knowledge and skills of humans as users of these evolving technologies. Digital skills refer to an individual's ability to use digital technology effectively and safely, and to understand the impact of technology in various contexts. People need to develop skills in digital literacy, which includes the ability to analyze and utilize technology critically, rather than simply being passive users [4]. The digital divide created by a lack of technological skills can block access to vital information in an increasingly internet-dependent world [5]. This lack of skills not only reduces an individual's chances of obtaining good jobs but can also exacerbate social inequality [6].

In order to keep pace with rapid technological change, humans need adaptation and a deep understanding, one way of doing this is by learning about technology. There are many learning resources available. Learning resources themselves are anything that can facilitate students in obtaining information, knowledge, experience, and skills in the learning process [7]. Currently, website/application-based learning resources are becoming increasingly popular. One provider of website-based digital learning materials in Indonesia is the Skilvul platform. Skilvul is a technology education platform that provides digital skills learning content using a blended-learning method, both online and offline. Some of the digital skills learning content available on the Skilvul platform includes Web Development, Social Media Marketing, Strategy Marketing, and so on. This platform is asuitable for both beginners and professionals who want to develop or improve their digital skills. Skilvul is committed to equipping Indonesia's young generation with relevant skills in the digital era [8]. Through its platform, Skilvul hopes that participants will acquire not only hard skills but also the essence of digital skills. this, namely becoming a problem solver [9].

The rapid and widespread transition to the digital age, epitomized by Industry 4.0, has elevated digital skills from being merely advantageous to becoming fundamentally essential for both individual career advancement and national economic competitiveness. However, a significant challenge arises in the equitable and effective acquisition of these skills, as traditional educational systems often struggle to keep pace with the swift technological advancements. Online learning platforms like Skilvul have emerged as a promising solution in this context. Nevertheless, their actual effectiveness, educational rigor, and real-world impact have yet to be thoroughly investigated and validated. This deficiency in rigorous assessment constitutes the central issue of this research, questioning whether these platforms truly fulfill their promise of nurturing digitally proficient job candidates or if they fall short in delivering comprehensive knowledge, practical application, and meaningful learning outcomes.

The significance of this study is multifaceted and compelling. Indonesia is facing a critical shortage of digital talent at a societal level, posing a threat to innovation and global market integration. Individual learners, who often invest considerable time and resources in these platforms, require evidence-based guidance to make informed decisions about advancing their digital skills. Moreover, as digital education becomes increasingly prevalent, establishing quality standards and assessing the value of these platforms for learners is of utmost urgency. Without such thorough scrutiny, there is a risk of perpetuating superficial learning that fails to meet the intricate demands of the contemporary digital workspace.

Therefore, the principal objective of this research is to conduct a thorough and critical evaluation of the Skilvul platform as a means of acquiring digital skills. The study endeavors to go beyond marketing assertions to empirically analyze the platform's curriculum design, instructional methods, user engagement strategies, and ultimately, its efficacy in translating online content into tangible, practical competencies. Through this analysis, the research aims to offer a balanced, evidence-based viewpoint that empowers

potential users, enlightens educators and trainers, and provides valuable feedback to platform developers for ongoing enhancement, all of which contribute to a more efficient and responsible digital learning environment.

In this journal, the author wants to describe the experiences gained in the process of learning and developing the author's digital skills through the Skilvul platform and explain the advantages and disadvantages that the author felt when learning through this platform.

RESEARCH METHOD

The study utilized a robust qualitative methodological framework, strategically merging two complementary methodologies: an extensive literature review and immersive participant observation. This dual-method approach was intentionally selected to create a comprehensive and nuanced analysis, enabling the exploration of the Skilvul platform from both an external, scholarly viewpoint and an internal, experiential perspective. The literature review served as the conceptual underpinning for the entire research, laying down the essential theoretical and contextual foundation. Following established methodological practices, as discussed by scholars such as Sarwono (2021), a literature review is a methodical research approach that relies on written sources as its primary data. This entailed a thorough and analytical examination of a wide range of academic and professional literature. The researcher undertook an extensive review of books, peer-reviewed journal articles, seminal literature reviews, empirical scientific papers, and reputable digital publications from authoritative online outlets. Each chosen resource was rigorously scrutinized for its relevance to the central research issue, specifically focusing on the advancement of digital competencies in the era of Industry 4.0 and the effectiveness of online learning platforms.

This procedure was more than a mere gathering of information; it involved synthesis and critical analysis, aiming to chart the ongoing scholarly discourse, identify prevalent theories concerning digital skill development, and highlight gaps or inquiries that this study could address. By anchoring the research in this established knowledge base, the literature review established the crucial criteria and standards against which the features and methodologies of the Skilvul platform could subsequently be evaluated, ensuring the analysis was well-informed and academically sound. Utilizing the method of participant observation, the study breathed life into the theoretical framework with lived experiences. Taking an ethnographic approach, as outlined in methodologies like Nasution (2020), demanded that the researcher transcend mere observation and fully immerse themselves within the subject under scrutiny. The researcher's shift from an external analyst to an active, enrolled learner on the Skilvul platform was deliberate and thorough. Rather than passively observing the platform from afar, the researcher actively engaged with its educational environment.

This entailed enrolling in distinct courses, systematically progressing through modules, engaging with various educational materials like video lectures, interactive tutorials, reading materials, and code repositories, as well as completing assigned tasks,

quizzes, and final projects. The researcher also partook in relevant discussion forums, adhered to the designated learning pathways, and personally experienced the platform's feedback mechanisms, learning progression, and support features. This hands-on involvement provided valuable empirical insights into user experience, the practical implementation of pedagogical strategies, the clarity and depth of content, and the overall learning experience facilitated by the platform. Participant observation's strength lies in its capacity to capture subtle nuances and immediate realities that might elude a purely analytical approach, such as the intuitive usability of the platform, the cognitive hurdles posed by the material, and the emotional aspects of self-directed digital learning.

The true analytical power of this research originates from the combined utilization of two distinct methods. The literature review offers a broad perspective, addressing the essential digital skills and effective learning design from a macro-level viewpoint, exploring the "what" and the "why." On the other hand, participant observation provides a detailed, close-up examination, focusing on the specific actions and experiential dimensions of acquiring these skills through a particular digital platform, elucidating the "how" and "what it feels like." Insights derived from academic literature were continuously juxtaposed with firsthand experiences from engaging with the platform. Theoretical concepts such as project-based learning and computational thinking were practically tested and reflected upon while completing coding tasks on Skilvul. This ongoing interaction between established theory and personal engagement allowed for a critical, evidence-based assessment. It facilitated an examination of whether the Skilvul platform complies with academic standards for digital education and how effectively it functions in real-world scenarios to translate those standards into actual skill development for learners navigating the challenges of the contemporary digital landscape [10].

RESULTS AND DISCUSSION

Skilvul is a technology education platform that provides digital skills learning content with a blended-learning method in both online and offline forms. Some of the digital skills learning content on the Skilvul platform are: Web Development, Social Media Marketing, Strategy Marketing, and so on (Skilvul) [11]. This platform is suitable for beginners and professionals who want to develop or improve their digital skills. Skilvul has a vision of "One million digital talents for Indonesia," which means to produce one million digital talents for Indonesia through digital vocational education. As well as the mission "To train, certify, and connect youth to jobs", which means that with an interesting and effective learning process, anyone can learn digital skills, get certified, and, of course, be ready for work (Skilvul).

In the UI (User Interface) / UX design class that the author attended, Skilvul uses a mentoring system where someone more experienced in a particular field will guide mentees (people receiving guidance) who want to learn and develop in the same field. UI (User Interface) itself is the display of a machine when interacting with humans [12].

Meanwhile, UX (User Experience) is all the experiences a user goes through in using a company's product or service [13].

In this mentoring system, skilled and experienced mentors will support their mentees' needs, aiming to develop their skills. The UI/UX design classes have 1,774 students. These students are then divided into 51 classes, each containing approximately 35 students and one mentor.

In its learning process, the Skilvul platform has several learning methods. These learning methods depend on the material to be learned by students. Some methods applied in the platform include; video tutorials, project-based learning, and various other methods. The UI/UX design class that the author attended uses the project-based learning method. In this project-based learning, students will create a final assignment in the form of an application design for a Micro, Small, and Medium Enterprise (MSME) that has been previously selected by the students. In this class, several forms of learning materials are provided to students to support learning, namely: modules, video materials, quizzes, and online live sessions. The modules contain text-based learning materials that can be accessed online on the Skilvul website [14]. In addition to modules, video materials are also available where the material contains a mentor who explains the material according to the module given and the material is supported by powerpoint and simulations carried out by the mentor. After watching the module and video materials, before entering the next material, students will be given a quiz in the form of multiple-choice questions and if students succeed in answering the quiz correctly will be given appreciation in the form of points. These points will then be collected in the Skilvul system, and the names of the students who accumulate the most points will be displayed on the Skilvul website as a form of recognition. In addition to independent learning with modules and video materials, Skilvul also provides online live sessions for approximately two hours once a week.

The learning module provided by skilvul is a syllabus specifically designed to help the teaching and learning process about UI (User Interface) and UX (User Experience). This module consists of a series of learning procedures and rules, student achievements, and links that will be used for online live sessions. The following are the student achievement goals targeted by skilvul: 1) Participants will understand UI/UX fundamentally. 2) Participants can understand the concept and implementation of the Design Process. 3) Participants can understand and conduct research for the needs of creating UI/UX. 4) Participants will also be able to understand the preparation of User Journey. 5) Participants can apply the results of briefs and research into Wireframes. 6) Participants can create User Interfaces with tools frequently used in the Industry. 7) Participants can create Design Systems. 8) Participants understand the concept and apply UX Writing. 9) Participants can create Prototyping from designs that have been created.

The video materials provided by Skilvul feature a mentor explaining the material based on the module provided. These videos are accessible to students on the Skilvul website. Mentors explain the material using PowerPoint to increase student engagement and facilitate understanding. PowerPoint allows mentors to present abstract concepts in

the form of images, diagrams, or graphs. These visualizations help students more easily grasp difficult material. After watching a video, students will answer the exercises provided by Skilvul.

Online live sessions are usually held on weekends, typically Saturdays. During these sessions, mentors will explain the material live. They also offer a solution for students who don't understand the material while following the modules and videos, as they can ask the mentors questions directly. During these sessions, mentors focus more on guiding students through their final assignments. These live sessions are recorded so they can be accessed by students if they are unable to attend.

After taking a UI/UX design class, the author has experienced several advantages and disadvantages of the Skillvul learning method. Some of the advantages Skilvul has shown in helping students develop digital skills are as follows:

1. Curriculum according to industry needs.

Skilvul designs learning materials to be easy to understand and aligned with current industry needs. To meet the demands of the Industry 4.0 era, curricula must be tailored to industry needs [15]. According to data released by Skilvul, nearly 50% of students come from non-IT backgrounds, and 90% of students who complete the course are successfully employed.

2. Efficiency and flexibility of time.

The learning process through the Skillvul platform gives students the freedom to study at any time, according to their free time, making it easier for students to balance study, work, and other commitments [16]. Even during online live sessions, if students are unable to attend the online live session, a recorded video is provided so that students who cannot attend the online live session can still receive the knowledge and materials provided directly by the mentor.

3. Wide selection of materials.

Skilvul offers a wide range of materials, allowing students to choose materials tailored to their needs and interests. Furthermore, Skilvul offers options for beginners and professionals, allowing students to learn at a level that suits their individual knowledge.

4. Certification through SkilBadge.

Skilvul offers certification for students who complete classes/learning. Each time a student completes a class, they receive a SkilBadge, which they can use as certification when seeking employment (Skilvul).

5. Connections with Industry Partners.

Skilvul has established relationships with over 150 recruitment partners (Skilvul). These connections give learners a greater chance of securing employment after graduating from the program.

Besides the advantages, the author also experienced some disadvantages when taking the Skillvul class. Here are some of the disadvantages I experienced:

1. Mentor interaction is limited.

When the author took a UI/UX design class, all communication related to the class was conducted online. This limited communication, as discussions often depended on a specific schedule, especially if mentoring or consulting sessions were only available at specific times.

2. Small number of mentors.

Skilvul provides one mentor for each class of 35 students. The author feels that too many students are being mentored by one mentor. There are not enough mentors to provide guidance to students on how to improve their weaknesses or maximize their potential.

3. Offline Access Limitations

Almost all of the material provided by Skillvul requires students to access it online. Offline access to the material is still less than optimal, making it difficult for students with limited internet connections to participate in the learning process.

CONCLUSION

Fundamental Finding : Skilvul is one of the digital learning platforms in Indonesia. It offers many advantages that can help students master the digital knowledge provided. Although Skilvul has several shortcomings, the author feels that the platform can still be a good learning resource in the field of digital knowledge. The knowledge needed by society in the Industry 4.0 era can be learned well on this platform. Skilvul not only provides materials for beginners but also materials for professionals to achieve Skilvul's mission to produce a million digital talents for Indonesia through digital vocational education. **Implication :** The research results have significant implications for digital education and workforce development in Indonesia, showcasing that platforms like Skilvul can efficiently equip individuals with essential digital skills required in the Industry 4.0 era. Skilvul's structured learning pathways cater to both beginners and professionals, offering a scalable model for digital upskilling that supports national objectives to cultivate a skilled digital workforce. This suggests that educational institutions, corporate training programs, and individual learners can effectively incorporate such platforms into their learning ecosystems as reliable resources. For policymakers and educational stakeholders, it emphasizes the importance of supporting partnerships with digital learning providers to bridge the skills gap. **Limitation :** Recognizing the platform's shortcomings suggests that continuous user-based feedback is crucial for improvement. These limitations need to be addressed for the platform to maintain its relevance and effectiveness in meeting the needs of diverse learners and the rapidly evolving demands of the digital workforce. **Future Research :** In conclusion, strategic adoption and refinement of digital learning platforms are vital for developing an inclusive, future-ready workforce, positioning them as foundational components of modern education and vocational training. Future research could focus on evaluating the

long-term effectiveness of platforms like Skilvul in building industry-specific digital competencies, exploring user experiences, and investigating ways to improve engagement and outcomes across different learner demographics. Additionally, further studies could explore the impact of such platforms on broader national economic development and workforce productivity.

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