21st Century Digital Media Information: In The Lens of Gen Z (Pahayagang Midyang Digital Sa Ika-21 Siglo: Sa Lente Ng Gen Z)

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Abstract— The study aims to reveal the lens of Gen Zs on the use of digital media in the 21st century. The questions pertain to their experiences, problems and attitudes to the use of digital media on gathering information in the 21st century. It used a qualitative design in the phenomenological method of investigation. Participants were Gen Z students in Tagum city, Davao del Norte. Topics affecting academic learning, ease of obtaining and providing information, spreading misinformation, environmental awareness, and promoting Cyberbullying emerged from the experiential learning. In dealing with the problems, the themes emerged of asking for guidance from the older and more knowledgeable, finding reliable sources online, using printed materials, questioning fellow Gen Z and applying digital media knowledge. In the attitude appeared the awakening of the new normal, pleasure in the quick gathering, fear of the wrong gathered, addiction, lack of appetite on deep learning and fear destroy identity and personality. This study has made a significant contribution to teachers and Generation Z to be aware of dealing with problems and to be careful in the use of digital media.

Keywords— education, newspapers, digital media, Gen Z, 21st century Introduction.

I. INTRODUCTION

Gen Z is the first generation born in the era of emerging modern technology so they are called digital native. They are recognized as digital natives; however, they experience information gathering problems such as lack of knowledge of digital content. The problem is not just with misinformation. It also turns out that even though they use social media frequently, they find it difficult to identify factual in fiction alone [13].

Despite their familiarity with online media, students from Stanford University testified and it turns out they couldn't tell what the difference was between an advertisement and a news story. It was also discovered in 2015-2016 that most students believed more in fake news than factual ones. Obviously Gen Z often uses social media to get news. However, it is also clear that some of what they get is misinformation [13].

One of the problems faced by printed newspapers in foreign countries was published by Franklin (2008) in the first edition of his book "The Future of Newspapers: Journalism Studies". He said "Print is dead!" "Printed books will be lost." "People don't read it." This is evidenced by the fact that surveys continue to show readers refusing to read printed newspapers, and most North America and Europe have stopped or switched to the "online" method as a medium of expression due to lack of revenue from advertising.

In another study the population of people reading printed newspapers was declining, also based on what was indicated in the "Pew Public Operation" in 2009 from the Pew Research Center. The contents of the newspaper are no longer limited to what is contained in the printed versions of the newspaper. The internet has changed the way news is delivered. The traditional distinctions between printed, television and radio have become blurred if not eliminated [19].

Television and radio stations have the story printed on their websites, while newspaper sites have video and audio already. Moreover, the traditional stipulations after an article in some media have also been removed. Many newspapers, including smaller printing houses now put news online and then publish longer, more detailed versions in the printed newspaper [19].

On the other hand, in a study conducted by Antonis Kalogeropoulos in 2019 entitled "How Younger Generations Consume News Differently", he stated that those who belong to Generation Z who are often called "digital natives" are highly dependent on their electronic devices. Based on his study, it appears that those who belong to it almost all the time use electronic equipment. They use it in communication, in the media, in gaming, in socializing and in gathering news. In sum, data from his research revealed that the primary device used for news retrieval is the smartphone. Of this, 45 percent gather news using their smartphone based on the data he collected from the total research participants, 19 percent using TV and 5 percent on desktop/laptop. Also among those belonging to Generation Y, 39 percent use smartphones, 22 percent on TV, and 8 percent on

computers. Among those over the age of 35, television is their main tool for news (30%), smartphones (19%) and radio (18%) [11].

According to a study by Pauline Estella and Martin Löffelholz at the European Journalism Center in 2019 entitled "Philippines - Media Landscape", they stated the Media Ownership Monitor's (2017) statement that the Philippines is "not a country of reader's newspapers" and the print media (newspapers and magazines) are "losing importance" as a source of information as television, radio and the internet overtake them. As proof, national and major regional newspapers have already invested an online presence, as more and more Filipinos are getting news and other information from digital media. However, community and regional universities have seen growth over the past few decades and in many rural areas, community press banks in its reputation, collective participation from the public interest and its role in social cohesion [9].

In addition, according to the 2020 Digital News Report of global news consumption patterns (covering 40 countries including the Philippines), people with lower levels of education are more likely to watch online news compared to the educated. Therefore, in the case of the Philippines, one of the heavy factors may be the lack of education so the intense preference for online news rather than the printed newspaper is explained by the fact that most Filipino families lack education, also based on the latest data from the Philippine Statistics Authority (BusinessMirror, 2018).

A research from UM Tagum College entitled "Influence of Social Media Interaction Purchase Decision Among UMTC Students" also showed that students have a high level of interaction in the use of Social Media. This means they use social networking sites to see their friends, get innovative news and recommendations from their acquaintances about various products (Colita et.al., 2017).

Currently, the Philippines is facing the Covid 19 pandemic. Tagum is one of them so schools are not allowed to open to avoid the virus. As a result, young people are also strictly forbidden to go out, so the method of learning used, especially in private schools, is through online. Many campus newspaper writers did not have the opportunity to print. And what is used as a medium is the "online world". In this regard it will reflect the transition from a printed newspaper to a digital source of events within the campus. This is one of the proofs that digital media is emerging in the 21st century.

RESEARCH QUESTIONS

1. What are the experiences of Gen Z students using digital media as a source of information?

- What is digital media based on your experience as a Gen Z student?
- What does the use of digital media do to your academic learning?
- What opportunities do you have to use digital media as a source of information?
- What are your good experiences using digital media as a source of information?
- What are your bad experiences with using digital media as a source of information?

2. How do Gen Z students deal with problems from their experience using digital media?

- Why do you face such problems from your experiences of using digital media?
- What did you do to solve the problem you faced with the use of digital media?
- What methods have you used to overcome the problems of using digital media?
- Who have you approached to help you with problems using the digital media?
- What new strategies have you discovered to solve the problem of using digital media?

3. What are the attitudes of students towards the use of digital media to obtain information in the 21st century?

- Why is it important to maintain content analysis of information available from digital media?
- What are the positive attitudes toward using digital media as a student?
- What are the negative attitudes towards using digital media as a student?
- What would you like to tell your fellow Gen Z about the use of digital media?
- What do you want to say to teachers who guide the use of digital media?

Theoretical Lens

This study is based on the theory introduced by Blumler, J. and Katz, E. (1974), Uses and Gratification Theory in the article, "the Uses of Mass Communications: Current Perspectives on Gratifications Research", derived from Niche Gratification Theory. Unlike other communication theories, it focuses on the use of human media. It is stated in their theory that the reader has his own perspective in choosing the type of media he will use to obtain information. This theory explains that man

is more powerful in choosing the media to be used and how to use it than being a media tool in disseminating information. It breaks the passive belief the reader or viewer. It is said that man uses the media to fill the need as a human being. These include: Cognitive needs; Affective/Emotional Needs; Integrative Personal Needs; Integrative Social Needs and; Soothing Needs. In general, it focuses on the reader's/viewer's own decision in choosing the media to be used to obtain information. On the other hand, Niche Gratification Theory is a branch of Uses and Gratification Theory which suggests that readers use e-books to obtain different needs or preferences than they can obtain from the use of the printed newspaper. In this approach it is appropriate to reflect the motivations of the reader and the uses of each format, which are applicable to future practices and decisions from the printing company. Theoretically, there is ongoing competition between new and old forms of media (Blumler and Katz, 1974).

Another theory to support is Maslow's Hierarchy of Needs which can be read in his book A Theory of Human Motivation in 1943. It is said that this theory can be related to human choice to use the type of media because the theory states the basic needs. of man. There are five levels of human need based on theory. According to Jim Link, a Chief Human Resources Officer in Randstad North America, in his article "How Digital Disrupted Maslow's Hierarchy Of Needs", he mentioned here that meeting the use of modern electronics with the needs of the modern age belongs to the physiological human needs. Katie Horne explained in her article "MASLOW'S HIERARCHY OF NEEDS: WHY IT STILL MATTERS IN 2019", she stated that man has a need to carry out self -growth or Self Actualization so it depends on the person what kind of equipment he will use based on the situation facing the current era (Horne, 2019).

In addition to the theory supporting the study is the Generational Theory by William Strauss and Neil Howe in 1991-1997 which asserted that it does not determine age but the generation itself that shapes habits and behaviors. The diversity of media use in each generation stems from media habits and patterns at an early age and was shaped by the social values of the time. Consequently, the similarity of media use behavior of one generation can be observed even though their ages vary (Patch, 2018).

In 1964, Marshall McLuhan expressed his theory related to the use of media, known as the McLuhan Equation, which contained the term "the medium is the message". To better understand his theory, he gave an interpretation of the words he used in his equation, the medium, and message. According to McLuhan the medium is an extension or extension of a person, such as the devices that become an extension of our body, and has the ability to do things that our bodies alone cannot do. McLuhan said that a medium is a way to show an extension of our thoughts or feelings, and to convey it to the consciousness of others. man through a modern innovation or creation. It is not focused on content or change, otherwise, the message focuses on the "interpersonal dynamics" brought about by that change or creation. For example, the show in a theater, the show is not the message but it is the change that the show shares in the minds of the viewers, or the change in the venue of the show in the theater such as the increase in people due to the show. McLuhan's equation is simple, we can assess the nature and nature of the things we create (medium) through the changes (message) it causes (Federman, 2004). Using the McLuhan Equation assessed and defined the changes caused by percentage of digital media (medium) and sought the resulting change in people's perceptions or mindsets, and in their environment (message) to determine their relevance to an individual's academic learning (McLuhan, 1964).

Related to this is the Theory of Modernization which states that in order for the state of society to be considered modern, it is necessary for industries to be established and organized government to be a comprehensive system of transportation not only of vehicles but also infrastructure and increasing the level of knowledge of citizens using comprehensive education with a common goal in academic learning, and the fostering of mass media. However, Guthrie (1970) stated that people have a need to change mindsets, and this is to keep up with modernity, so that modernization can be more sustainable (Parsons, 1979; Weber, 1920).

II. RELATED LITERATURE AND STUDIES

A. Gen Z Experiences in Using Digital Media

The term Generation Z was adopted by Schroer in 2008 to designate those born after the millennium. Their main characteristics are: "Technological understanding experts; Mul-titaskers; Socially extroverts in the goodness of technologies; Fast and impatient; Inter-active and; Stable." Also, this generation spends more time in school than the parents and teachers of Generation X. And a number of metaphors have been created to illus-trate the term used. Perhaps one of the most used is by Prensky in 2001 "native and im-migrant digitals." The date of birth is neither evidence of generation criteria, nor the common use of a dichotomous classification. Moreover, there are other

factors such as tools, location and internet use (Cruz & Díaz, 2016; Espaillat, 2017).

Amy Watson presented her research on June 10, 2020 titled "Gen Z News Consump-tion Sources in the U.S. 2020" from a survey conducted in March 2020 found that those belonging to Generation Z often use social media as a source of news, based on 61 per-cent of respondents said they use social media daily as a source of information. There was a general preference for online news sources over printed news among Gen Z, alt-hough a fifth of those surveyed also used radio as a daily news source. In comparison, only six percent said they read newspapers daily, and 52 percent of Gen Zers reported that they had never read newspapers for news (Watson, 2020).

Also based on what the Director-General of the World Health Organization (WHO) said on March 31, 2020 Tedros Adhanom Ghebreyesus, not only is everyone fighting an epidemic, they are also fighting the infodemic. The WHO defines infodemic as an exces-sive amount of information about a problem that makes it difficult to determine a solu-tion. Social networks often increase noise levels, and in this sense, some studies point out that in critical situations such as today, traditional media offers more trust and credibil-ity, although modern digital media provides faster responses to information questions. Digital media which has allowed any citizen to be the spokesperson of current affairs, due to the very ease of creation and distribution of its user's content across different platforms. The integration of the Internet and social networks has further revolutionized the traditional agenda-setting theory where only the media selects the most important news each day. In the new digital environment, social media has entered the scene refer-ring to Facebook, Twitter, or Instagram becoming the medium of news and newspapers (Esteban et.al., 2021).

Young people today may be considered technologically savvy than their predeces-sors but their ability to evaluate information in digital mediums is critical to how they view political issues within society. survey conducted by Far Eastern University's Public Policy Center that Filipinos aged 17-24 are called Generation Z, they follow Generation Y or Millennials, where they generally rely on the internet and social media to get of news. However, despite the amount of information they encounter every day, they have no definite stance on serious issues in the country today such as extrajudicial killings, the return of the death penalty and the maritime dispute in China, among others (Malasig, 2019).

B. Problems Using Digital Media

According to Wiedartwini in 2016, the development of technology increases the ease to obtain information. In daily life, it can be considered a basic need within society. Know-ing information becomes a new skill. In general, information is obtained from various types of media, such as print media, newspapers, magazines, books, electronic media, radio, television, and digital media (Winahyu, 2018).

But based on what Baran said in 2011, due to the rapid growth of technology and information, the existence of print media is being overlooked. Although printed media such as books, newspapers, and magazines are still produced and frequently used, how-ever, their importance is less emphasized. Moreover, there are economic factors that stimulate the transition of culture in society from printed to modern methods (Winahyu, 2018).

In today's interconnected world of digital, parents need to manage their own rela-tionships with the internet and mobile devices, along with managing their children's use and exposure to the same technology. It brings many benefits and challenges. Parents, which include those who have at least one child under the age of 18 but may also have adult children are more likely to say that parenting is more difficult now than it was then, two decades ago. past, than believe the opposite is true. Two-thirds of parents say par-enting today is more difficult than it was 20 years ago for most parents. Many of these responses cite the increased use of technology and the rapid change in technology that can be difficult for parents to keep up with. They also mention how these technologies can change children's behaviors and experiences if they need to be guided by their par-ents or by those who know better (Auxier et.al., 2020).

Currently, after decades of widespread use of the internet and the proliferation of social media and smartphones, a new form of media can be identified. From the count-less mediums and services available on the internet it has opened up tremendous oppor-tunities, not least in the hope for increasing citizen engagement and democratic partici-pation. But it also resulted in problems. An ever-increasing commercialization and con-vergence of the media has transformed communication systems related to time and space, even the pattern of social behavior. In other words, new media ecology has a huge impact on the daily lives of citizens in interacting with information and communication technologies and with the media in relation to cultural, social and political systems. Such changes between the media and citizens are an ongoing process in the digital

media en-vironment, a changing field to the public (Carlsson, 2019).

C. Attitudes Toward the Use of Digital Media in the 21st Century

Although the SARS-CoV-2 virus responsible for causing COVID-19 disease is spreading aggressively and rapidly around the world, many societies have witnessed the spread of other seemingly viral phenomena such as fake news, conspiracy theories, and general suspicion of the masses about what is really going on. Based on Vincent's study in 2020 some of the dominant narratives are those that say the virus is caused by 5G cellular technology. Shahsavari added that Bill Gates is using the virus to enslave humanity by implementing a global vaccination and surveillance program. Although most of these stories were quickly refuted and proven untrue, the proliferation of misinformation and conspiracy theories on social media and in the news cycle led to a warning from the Di-rector-General of the World Health Organization (WHO) that we are not only fighting an epidemic, we are also fighting an infodemic. Fake news spreads faster and easier than a real virus (Conick, 2021).

The newspaper is important to all citizens, especially young people and students, who can be considered the most active individuals who gather information for their ac-ademic and other purposes. What remained relevant to the print media, including news-papers and magazines, was to make it possible to return information, and to avoid short-term and only temporary content. Because it is also young people and students who are considered its audience who will get the information they can use in academic, research and any other purpose (Pandey, 2019).

On the other hand, according to Lynch in 2017, one of the reasons why digital is so successful in the field of learning is the help it provides to boost student self-confidence. Students who share their abilities work harder and take their studies more seriously. Ac-tive interaction through games, online assignments, discussions, and research helps build students 'self-confidence through participation. The ability to master more complex as-signments will give students confidence in their intelligence and ability. Having online discussions or assignments boosts the participation of students who lack the confidence to participate in class. Most students will gain self-confidence from repeated interaction with the online and digital world and will eventually begin to participate in class using digital tools such as digital media newspapers (Lynch, 2017).

Gen Z have been using the internet and various forms of social media since the ad-vent of modern technology and are considered digital natives. For them, social media is the culmination of their news, entertainment and communication. Gen Z can usually be described as more realistic, independent, and private than previous generations. They also often spend their time getting information using Youtube. It was stated that 95% of the generation was watching it and almost half said they could not live without it. More-over, according to them, they do not use social media to flaunt themselves but a place for them to be entertained (Durfy, 2019).

According to Gen Z, the use of digital as a source of information during a pandemic is not new to them. They don't see the difference between the physical and digital worlds. For them, whether online or offline, the critical opportunity can move smoothly in any way. They are leading the transition to online use through behaviors related to their digi-tal competence. Also based on the study, it was found that 58% said they could not af-ford to spend more than four hours without using the internet. Sixty-four percent also think that the internet will determine what they do on a daily basis (Jones and Silverstein, 2020).

III. METHODOLOGY

Research Design

In gathering data or information in the study, the phenomenological method was used in this qualitative type of research. In a qualitative research there will be a process of com-prehension inquiry based on different traditional inquiry methods to get the general idea from social topics, its purpose to analyze, and understand and describe a situation [6]. Phenomenological design was used because it aims to describe the common meaning of life of some individuals from their experience based on a concept or a phenomenon.

The phenomenological approach was used in this research because it discusses peo-ple's interests, experiences and their interpretation of life. The researcher will conduct observations, interviews and participation in the research informants. Informants pre-sented by narrating events related to the use of digital media based on their beliefs and activities that are the focus of the research. In this regard, qualitative research is a situa-tional work that the observer seeks in the world. It consists of groups of meaningful equipment to see the world. They treat the world as a series of representations and this includes notes and interviews, conversations, records, photographs and memoranda (Denzin and Licoln, 2005).

In conducting the research, the researcher also used two research methods, the single interview or in-depth interview and group interview or Focus Group Discussion (FGD). In-depth interview is the collection of data about the personal life experiences of each individual, perspectives and even the insights unique to them. Focus Group Discussion or FGD is a qualitative method that helps the researcher gather the information needed to solve the research problem. This method can also help the researcher to know the social events in the society, as well as the level of perspective that exists within the community.

The Participants

The study participants were young people belonging to Gen Z from the secondary age group of 12-18 years old: JHS, SHS, women, men, LGBTQ, campus newspaper writers, online addicts and mag learners who use online learning and college ages 19-24: female, male, LGBTQ, students who use online learning, campus newspaper writers and online addicts. The researcher chose Gen Z as the study participant because they are the "digital natives" and began to fully use modern methods of obtaining and gathering information in the media. They will have experience based on their perceptions, perspectives and grievances on the use of digital media today.

Generation Z is young people born from 1997 to 2012, they are considered true "digital natives". Everyone aged 9 to 24 belongs to this generation. From an early age they have been exposed to the internet, social networking sites, and mobile systems. They grew up with a huge connection to technology. Because of this almost all of their work they rely on with the help of dital media (Debczak, 2019; Francis and Hoefel, 2018).

In this study, purposive sampling was used to capture or find participants. Purposive sampling is a technique or method used in obtaining participants of a study in which it involves identifying and selecting individuals or groups who are knowledgeable and as-sociated with an experience based on a phenomenon (Creswell and Plato Clark, 2011). According to Bernard (2002) and Spradley (1979), in addition to knowledge and experi-ence, it is also worth noting the importance of participants 'consent, and the ability to share experience and opinion effectively, artistically and reflectively.

Data Collection and Organization

In gathering perceptions, perspectives, grievances, beliefs and activities regarding the problems faced in the use of digital media and maintaining interaction within society us-ing modern information medium the researcher used online interview method in accord-ance with the enforceable No Face-to-Face Transaction order. Even before gathering the necessary data, the Director and Dean of the institution first went to ask for permission to interview.

The following steps were taken in carrying out the study, the researcher first visited the area before conducting the study. Next performed by the researcher was observation to get an idea of the people interviewed in the study area. Next the interview was conducted using the online method, interviewing the youth belonging to Gen Z who possessed the characteristic mentioned as informant. First asked individually using in-depth interviews were secondary students regarding their experience based on perceptions, perspectives, and grievances on the problems faced in the use of digital media. After this was done the grouping of colleges belonging to Gen Z was followed to be interviewed regarding the in-teraction in the modern era using digital media.

While the interview was conducted using the online method, the data collected was immediately recorded. Use equipment such as Videoconferencing Application Zoom as well as paper and pen/pencil to record the information from the informant Gen Z. Rec-ord all the data they provided. Instruments such as cameras were also used for taking photographs of informants and researchers for documentation of the study. Systematic organization of data for qualitative analysis took place through interviews and observa-tions, organizing the data and elaborating towards data management, generalization, elaboration and discussion of things to be learned in the conducted interview (Bogden & Biklen, 1982).

After obtaining all the information needed for the research, efforts were made to keep the information neat and organized. The records collected are kept so as not to waste time on re-search in case the necessary documents are lost and the researcher is also re-quired to be systematic in conducting his research. The absence of the researcher system is unlikely to end in the allotted time (Alejo, 2005; Magracia et.al., 2009). Researcher re-sourcefulness is also required in conducting research.

The researcher ensured that ethical considerations were taken into account in conduct-ing the research. He makes sure that there is no stain or evidence of any false presenta-tion coming from another person. The study is guaranteed to undergo plagiarism detec-tors such as Grammarly of the Turnitin software. Apart from such equipment, it will also undergo in -depth analysis by experts. It will be ensured that after the experts have cor-

rected the research conducted it will be published online with a peer-review process as the first task in the fight against plagiarism.

The researcher also ensured that the study was not tainted by evidence of any inten-tionally misrepresentation of achievements, non-synthesis of data results, or intentional-ly drawing conclusions that were inaccurate. Moreover, it has no data additions, obser-vations, or personalities that never occurred in the data collection. The study also had no trace or evidence of deliberately misrepresentation of the task to fit a model of theoreti-cal expectations and no evidence of over-claim or over-expression.

Data Analysis

Data analysis in qualitative research is conducted in a step-by-step process along with other parts of qualitative learning, such as data collection and writing of findings. As the interview took place, for example, the researcher analyzed the collected interviews, wrote notes that needed to be included as narrative in the final report, and organized into its structure. Therefore, the researcher filtered the data, a process that focused on the few collected and eliminating the rest of it (MacQueen & Namey, 2012). In qualitative re-search, the effect of this process is to combine data across a small number of themes, such as five to seven themes (Creswell, 2013).

In total, a series of steps were followed in the analysis of the collected data. First is the organization and preparation of the analysis. This includes translating interviews, fil-tering materials, recording, sorting all visual material, and sorting and organizing data in-to different types based on information sources. Second, reading all the data. This step has provided overall meaningful information and an opportunity to reflect the overall interpretation (Creswell, 2014).

In a qualitative type of research, it is not necessary to gather the necessary infor-mation from all the people in the research area just to get a valid and authentic result, as long as all the necessary data is gathered by the researcher, it can make a valid and au-thentic research. Purposive sampling was used in this study in the selection of research informants. Purposive sampling is a technique or method used in obtaining participants of a study in which it involves identifying and selecting individuals or groups who are knowledgeable and associated with an experience based on a phenomenon. In the re-search the young Gen Z were selected because they are the ones with sufficient experi-ence in using digital media journal (Creswell & Plato Clark, 2011).

The collected data or information is also organized based on explaining whether that trend still persists in modern day interaction. It is recorded one by one in the tables pro-duced. Also taken even the meanings of the terms gathered. Analyzed carefully to de-termine the images and meanings of each belief and practice. After analyzing the above, it was followed by an explanation of each belief and practice and how it relates to the perceptions, views and grievances of young Gen Z in use. of digital media in the 21st century.

IV. RESULTS
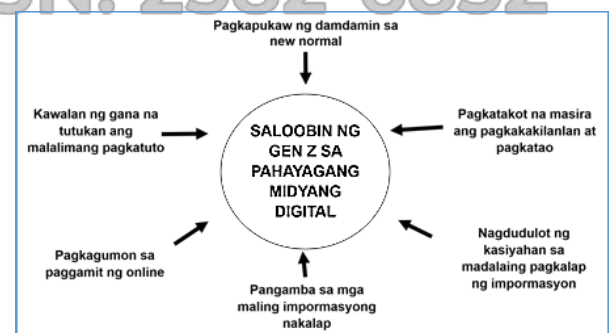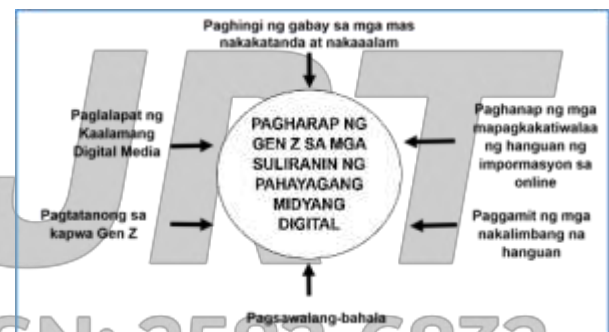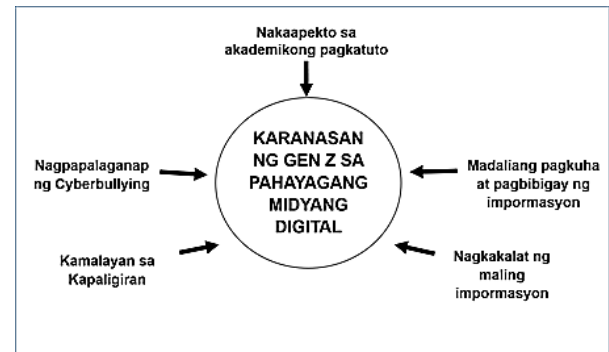
The three formulations show the different lenses of Gen Z students when it comes to us-ing digital media. From their experience that digital media journalism has an impact on academic learning. They also stated that it becomes easier to gather information with the help of digital media. They also become more aware of social issues that allow them to participate. Despite the good experiences, other Gen Z have also experienced the nega-tive effects of digital media coverage such as cyberbullying and spreading misinfor-mation.

In the second framework, Gen Z announced ways to avoid and deal with problems with media equipment. They shared that it is better to ask the elders and knowers to be guided in its proper use. Some have also revealed that instead of just basing all the in-formation on a single reference, one can look for more reliable sources of information online such as valid sites. It is also helpful to maintain the use of traditional materials such as printed newspapers or books. Meanwhile there are some Gen Z who share it would be better to just ignore misreading and heavy information to preserve mental health. The way some Gen Z is asking and asking for help from fellow Gen Z is because they believe their generation will be better able to cope when it comes to digital problems. The final approach shared by Gen Z is the application of digital knowledge.

The final outline presents Gen Z's thoughts, views and grievances on the digital me-dia newspaper. They shared the attitude covered by the positive and negative response. The awakening of emotion in the new normal is the leading response of young Gen Z because they believe through the digital world their minds and emotions are aroused to the fact that it is time for the modern normal. This brings them pleasure because it makes it easier to gather and share information on the environment. However, they fear that some of what is read online is misinformation that will cause harm. But if there is a posi-tive there are also negative attitudes such as those that cause financial problems, addic-tion, lack of appetite for deep learning, and fear of damaging identity.

V. DISCUSSION AND CONCLUSION

Fourteen (14) participants were carefully selected based on criteria so that the in-formants and the various problems could be shared properly as the most important ele-ments of the study. Accompanied by study questions and question guide the interview conducted.1) For author/s of only one affiliation: To change the default, adjust the tem-plate as follows.

A. EXPERIENCES OF STUDENTS BELONGING TO GEN Z USING DIGITAL MEDIA AS A SOURCE OF INFORMATION

Some of the students who belong to Gen Z enjoy using digital media as a source of in-formation. At the same time, they have a variety of experiences in gathering the neces-sary information. Inevitably they experience problems that affect their academic state. However, there is no denying the benefit it brings to facilitate learning which has been the key to social struggle. It also includes a comprehensive and independent source of in-formation that they can use to guide daily life.

Affecting academic learning

This is how the informants described their experience in using digital media. According to Smaldino, Lowther and Russel, the media is a means of communication. It carries in-formation between the source and recipient. This means that in the teaching and learning process, teachers are able to explain a concept with the help of media tools in a more concrete way. The integration of digital knowledge and media into formal education can be a bridge between sharing digital tools and preserving cultural heritage, a way to stim-ulate students and connect with the topics to be discussed and to provide more equity opportunities in digital environments [2].

Easy retrieval and provision of information

The use of digital media by students makes it easier to obtain and provide information to others. Amy Watson further stated in her research on June 10, 2020 titled "Gen Z News Consumption Sources in the U.S. 2020"from a survey conducted in March 2020 found that those belonging to Generation Z often use social media as a source of news, based on 61 percent of respondents said they use social media daily as a source of information. There was a general preference for online news sources over printed news among Gen Z, although a fifth of those surveyed also used radio as a daily news source. In comparison, only six percent said they read newspapers every day, and 52 percent of Gen Zers stated that they had never read newspapers for news. digital media newspaper because of its instantaneous approach [20].

Spreading misinformation

It turns out that apart from the positive impact Gen Z is experiencing in using digital me-dia, some of them have also expressed their negative experiences from it. Often in gath-ering information they come across those who spread false and fake news. Gen Z can be considered technologically savvy than their predecessors but their ability to analyze in-formation in digital mediums is critical to how they view political issues within society. It is worth noting that most of them rely on the internet and social media to get news. However, despite the amount of information they encounter every day, they have no definite stance on serious issues in the country today such as extrajudicial killings, the return of the death penalty and the maritime dispute in China, among others [14].

Environmental Awareness

With the help of the digital media newspaper the awareness of the current students has been further

opened towards the environmental and social events to which they belong. It has become a bridge to awaken their minds to the real events facing the country using a modern equipment.

Young people get information about protests, police actions and orders to stay home from what they see on social media. But such work is no longer given much depth. Many young people are considered second nature reading news on social media today com-pared to getting a daily newspaper in generations then. For a site that has traditionally been a platform for sharing lifestyle rather than providing heavy news, this is a form of change for millennials and Gen Z. A data from the US recently revealed the way if how people get news and information about the coronavirus pandemic. For 18- to 24-year-olds (the age group that often uses social media as a resource), more than a quarter of participants used Instagram to capture news content within a week, while nineteen percent used Snapchat and six percent turned to TikTok. In comparison, only seventeen percent used newspapers to obtain information [4].

Promoting Cyberbullying

With the frequent use of digital media newspapers, the emerging incidents of cyberbully-ing among youth belonging to Gen Z are also noteworthy. During the COVID-19 pan-demic, where young people often used digital platforms for personal or educational pur-poses, there may be a concomitant increase in cyberbullying.

Sameer Hinduja said in a published news, PhD, professor of criminology and criminal justice at Florida Atlantic University and co-director of the Cyberbullying Research Center, when students spend more time on their smartphones and social media, the percentage of cyberbullying is al-so rising. He added that nowadays children are just at home, they will use apps more than they already do when they are forced to use online platforms for learning, regard-less of their level of comfort or efficiency.

Victims of cyberbullying may quietly suffer and educators will not see any visual cues because the student is not physically present at school. Hinduja also stated that it is also possible that xenophobic or racist cyberbul-lying may increase. Others continue to call COVID-19 a 'foreign virus,' and parents complain their children are accused as carriers because they are Asian [7].

B. GEN ZS DEALING WITH PROBLEMS FROM THEIR EXPERIENCE IN USING DIGITAL MEDIA

With the rapid emergence of modernization, it brings with it the problems that need to be faced and given competent solutions. One of the considerable serious problems faced by most particularly among the youth belonging to Gen Z is the use of digital media news-papers. They are considered digital natives but they are lacking when it comes to evalu-ating the content of what they read from online. Not everything seen in the digital world conveys knowledge, it can be a bridge of destruction and ruin. To avoid any disaster, it is necessary to address the problems by finding possible guidance and answers towards clear solutions.

Seeking guidance from older and knowledgeable people

Seeking guidance from older and more knowledgeable people in the use of digital media is one of the main actions that should be taken to be guided in any problem from digital equipment. The rapid emergence of the Internet since 1990, as well as the rapid expan-sion of mobile technology and the decline in its cost in recent years have introduced a new way of communication and a factor of communication that plays a role. of in-creasingly important role in relationships between parents, teachers, and students. The current generation is the first to recognize digital technology since birth and seems most comfortable with it, also known as digital natives, these are the individuals born at the entry of the 21st century. This generation is also referred to as the Net Generation or Post-Millennials. The term digital natives is often compared to digital immigrants which describes generations that encounter digital means and technological advances later in life. With students being digital natives while parents and teachers are often considered digital immigrants, it is now puzzling how the relationship of parents, students, and teachers is filtered and controlled through technology and the use of media [17].

Finding reliable sources of information online

In the age of free expression, most information is often incomplete, insufficient and misinformed so to address the problem it is necessary to find reliable sources of infor-mation online. When Gen Z reads a news story, they are still looking for many sources and checking the truth in its content because they know more about the way the infor-mation is manipulated. One of their concerns is that the publication does not produce proper content so this is part of the problem of spreading misinformation. At the same time, Gen Zers are looking

for reliable sources when gathering educational information or when they want to push themselves beyond academics. Similar to the news they pick up, Gen Zers go through the research process to make sure what is read is accurate. In addi-tion they thoroughly review the information gathered [12]. Avoid combining SI and CGS units, such as current in amperes and magnetic field in oersteds. This often leads to con-fusion because equations do not balance dimensionally. If you must use mixed units, clearly state the units for each quantity that you use in an equation.

Using balanced guidelines

Despite modern methods of gathering news, some still believe in traditional equipment. One of the ways to ascertain and address the problems posed by digital media is that others use the printed source as supporting data. The importance of using printed news-papers remains in the modern generation especially in Gen Z. In a world where almost anyone can become a printer and spread fake news, the public is beginning to question the validity of the source of information. . One research shows that Gen Z trusts print publications more than other media to deliver credible information. That's what MNI Targeted Media Inc. found. when it conducted the study to gain insight into this genera-tion, it surveyed students at major universities about their use of media. It was found that eighty-three percent turned to newspapers for trusted information and content and thirty-four turned to magazines [18].

Indifference

Some of those who belong to Gen Z have revealed that in order to avoid problems in us-ing digital media, it is better to just ignore what is being read. Most of the Gen Z, digital platforms are the source of the news they read. A report from the Reuters Institute at Oxford University shows that young people typically read the news passively or as a pas-time while they use digital media. The problem is not just the misinformation itself. Alt-hough they use digital media well; Gen Z has a hard time distinguishing fact from fiction. Despite their familiarity with online media, eighty -two percent of those in secondary who responded to a survey from Stanford University could not say the difference between an advertisement and a news story. A survey also found that over thirty percent of them considered a fake news to be more credible than real [13].

Questioning fellow Gen Z

It is said that young people belonging to Gen Z have a wide knowledge of digital so they often ask about the problems of their fellow generation. Digital media has

become their bridge to maintain contact with both generations and at the same time face the problems of current income. The media has been successful by giving its users the opportunity to develop their own content and maintain connection with their fellow human beings. Goodyear and Armor suggest in 2019 that adults may not be able to fully integrate these digital technologies into the classroom, but educators and trainers have a big role to play in helping young people with the information they use from online. Digital media pro-vides the context for collaborative learning based on friendship and interest. If these adults understand the potential impacts of using platforms from digital, they can take prevention measures to reduce the negative impacts on young people [16].

Application of Digital Knowledge

Gen Z is known as iGen, or centennials, referring to the generation born between the years 1997-2012, they followed the Millennials. They were the first generation born in the era of modern technology so they are called digital native. They know how to use the digital world better because they have been aware of it since childhood. This is why their digital knowledge is so vast. They can use the application of digital knowledge in dealing with problems arising from digital media journalism.

Gen Z reads news from a variety of digital media platforms. They consult online news sources as additional assistance to those obtained from traditional (offline) sources. In this regard, most young people around the world read significantly less news than pre-vious generations. That is why digital and media knowledge is recognized as tools for valuing and strengthening the social participation and understanding of young people in the news. This is all the more necessary to prevent the spread of misinformation on digi-tal platforms [3].

C. ATTITUDES OF STUDENTS TOWARDS THE USE OF DIGITAL MEDIA IN INFORMATION RETRIEVAL IN THE 21ST CENTURY

The study revealed the different attitudes of students towards the use of digital media. They shared its positive impact on their awareness and learning on social and academic issues even negative attitudes can hinder their personality. They stated that positive atti-tudes such as arousal in the new normal period and bring pleasure in the urgency of gathering information. Also some expressed their respective negative attitudes such as fear of misinformation, addiction to using online, lack of

appetite to focus on deep learning and fear of damaging identity and personality.

Awakening in the new normal

In the 21st century, many are already feeling innovation and modernization more than many of the young Gen Z. As a result, they are beginning to feel the new normal or new normal, with the help of digital tools such as newspapers. digital media. Based on Al-mona's study, the post-COVID-19 period is what brought the new normal (new normal). Liu Zhenmin, UN Under-Secretary-General and Head of UN DESA, further stated that the time now is to accelerate digital transformation in many areas which is the reason to feel the new normal. These include the digital economy, digital finance, digital govern-ment, digital health, and digital education. However, the COVID-19 pandemic exposed heavy vulnerabilities and digital divides that were allowed to form over a very long peri-od of time (Almona, 2021).

Bringing pleasure to the quick gathering of information

The digital media journal as an information gathering tool brings a quick technique that brings pleasure to the young Gen Z. They revealed its positive impact on their awareness and learning in daily adventure.

In a study conducted by Murphy, it turns out that eighteen percent said that the dig-ital media newspaper calms their mood and fifty-six percent said that it makes them happy. Gen Z and digital identity are interrelated and not new to them. They are more likely to believe in the positive impact of technology on the world than other generations. It was found that sixty-four percent think that artificial intelligence will have a positive impact and sixty-six believe that the internet will bring people closer. In fact, when asked which value, quality, or trait is most important to their generation, Gen Z expressed tech-savviness almost as high as freedom [15].

Fear of misinformation gathered

The digital media newspaper is a vast tool so all the information can be presented to the audience. One of the information that Gen Z is afraid to obtain is false and fake infor-mation.

Although the SARS-CoV-2 virus responsible for the cause of COVID-19 disease is aggressive and rapidly spreading around the world, many societies have witnessed the spread of other seemingly viral phenomena such as fake news, conspiracy theories, and general mass suspicion about what is really going on. Based on Vincent's study in 2020 some of the dominant narratives are those that say the virus is caused by 5G cellular technology. Shahsavari added that Bill Gates is using the virus to enslave humanity by implementing a global vaccination and surveillance program. Although most of these stories were quickly refuted and proven untrue, the proliferation of misinformation and conspiracy theories on social media and in the news cycle led to a warning from the Di-rector-General of the World Health Organization (WHO) that we are not only fighting an epidemic, we are also fighting an infodemic. Fake news spreads faster and easier than a real virus (Conick, 2021).

Excitement because everyone can use it

The digital media newspaper is said to be a broad and independent medium of infor-mation. This is why it is so much easier for the general public to use it as a source of events within society. What mange dad may have the opportunity to open various sites that contain information that may or may not be true.

Most of the population is quite excited about the way the news is getting because it can be read for free and even to those who are willing to pay, most are just willing to sign up for a subscription. The Reuters Institute for the Study of Journalism said in its annual Digital News Report that most people do not pay for online news and there has been only a small increase in the proportion of people who want to do so over the past six years [10].

Addiction on using online

Digital natives have lived in tandem with the internet. This is the reason why most Gen Z are addicted to using onine as a tool in daily living. They shared their thoughts that they could not afford to lose sight of the digital device even for a moment. It has become part of their action and learning and one of the ones they use extensively is the digital media newspaper.

Niaz Ahmed stated in 2019 in his survey that seven out of ten students admitted that they were addicted to the internet and almost two-thirds believed that they were ad-dicted to digital media. Almost all Gen Zers (99%) own a smartphone, and 98% of them use their smartphones to connect to the internet. More than half of Gen Zers spend nine hours or more on a typical day using their smartphones and almost half of them spend 3-8 hours per day. In the use of digital media, more than half of Gen Zers use a variety of digital media several times a day, while nearly 1 in 5 admit that they use it each time (Ahmed, 2019).

Unwillingness to focus on deep learning

Gen Z shared their over -reliance on digital equipment in relation to information gather-ing. This has resulted in them not wanting to focus on deep learning. Rich Salz, chief en-gineer at Akamai Technologies, said they saw several negative effects of Gen Z soaking in digital media, including more isolation, less ability to focus, more ability to deceive from readers (fake news) and others. He did not see it there was a reduction. He added that citizens currently live in a culture that promotes attention-deficit disorder due to hy-perconnectivity. He further stated that he sees a definite decrease in students 'ability to focus on details and in general from their reads [1].

Fear of destroying identity and personality

Along with the wide scope of the digital media newspaper is its inherent demand for per-sonal identity. This is what some Gen Z are afraid of. They are afraid to share personal information because they fear it might damage their identity and personality.

The Gen Z has emerged in the era of smartphones and digital media. Related to this is their reckless behavior in sharing information which will set new standards that lack the requirements to enhance information security. Gen Z's desire to post, tweet and share content online will lead to negligence in sharing confidential information on social media or other digital platforms that causes financial, legal, and reputational damage to organ-izations. . Organizations will be forced to invest in reading and stimulating security awareness training to protect themselves from the constantly connected and always open generation. Organized criminal groups take advantage of the security naivety and trustworthy nature of Gen Z. Organized criminal groups and hackers will use sophisticat-ed social engineering scams where they pretend to be influencers and manipulate indi-viduals. relying on technology to hand over critical information assets. Gen Z will be a nightmare for the information security teams of organizations but a dream for scammer [8].

Teaching Implications

Teachers are considered to be the advocates in the sharing of factual information so teachers will serve as a bridge to enlighten and expose to recognized digital natives the careful use of digital media towards the enrichment of the digital world. The aim of this study was to find out the lens of students belonging to Gen Z in the use of digital media in the 21st century. Where it has become a learning tool of students in the present era particularly in private schools.

As a teacher who teaches the Filipino language, the importance of gathering infor-mation is one of the ways for students to achieve realistic learning. The teacher will guide the students to use the digital media correctly and responsibly. They are one of the pro-tectors of students who may be victims of harm from digital equipment. This research will help teachers and prospective teachers to pursue modern learning with caution. Through their lens a teacher can continue to take the responsibility to further refine the analysis of the information to be shared with students especially on social issues. As a campus journalism consultant, the researcher can be helped to encourage journalists and writers who need to maintain caution in the information gathered and shared.

Some of the programs that can be implemented and related to the study result are organizational development, participation in campus journalism, creation of video broadcasting be it radio or audio broadcasting and magazine writing with the help of dig-ital tools. The formation of the club or organization has already been planned by the department where the researcher teaches starting in the year 2021. It was discussed that it will be implemented in the year 2022. The name of the organization is Kislap, an online program that will encourage the current generation to deliver unique and realistic events from the institution. Use a social networking site like facebook to execute the program. It will be promoted by Filipino and English language teachers as well as students from Jun-ior High School to deliver current issues and events coming from the Department as well as within the institution.

The second program is the continuation of the campus newspaper Sinag-Diwa. It aims to grab the attention of teachers and students. This will provide an opportunity for language teachers and students to grapple with issues occurring both inside and outside the institution. It will provide awareness of local, national or international events with the help of digital tools that will go through analysis, critique, and understanding towards delivery.

The third program is the planned Video Broadcasting. It is a type of journalism that is not only readable but also watched that needs to be recorded and uploaded on youtube.

Through this work, the news and events that young people want to know in the institution, local, national and international society can be delivered using only the de-velopment of viewing skills. The teacher will guide and encourage to gather issues and events from trusted sources.

The fourth is Radio or Audio Broadcasting. This is a school activity conducted spe-cifically in the 8th grade. One of the tasks that needs to be overcome is the creation of radio broadcasting. With the help of the teacher the students will be guided to prepare themselves at an early age to interact with events in the country. This can be done through the curriculum from the Department of Education. It can also be used in the campus newspaper.

The final program was magazine writing. The magazine can contain news pertaining to up -to -date achievements, personalities and places of interest. Teachers and students will work together to create a magazine that will provide awareness to young people be-longing to an institution about up-to-date educational equipment, well-known and unique personalities in the institution that can influence towards positive outlook and places in the city that can be reached. It will be streamed through a social networking site Facebook and will be managed by faculty and members of the SSG or Supreme Student Government.

Therefore, it will expand the awareness of teachers as well as students to achieve careful use and adventure in the digital world. Apart from the development of digital knowledge through digital media, there is also the definite development of five macro skills in learning the Filipino language which include speaking, writing, listening, reading and watching. This will be one of the keys to seeing the positive impact of digital media on teachers and students struggling with social mobility.

Implications for Further Research

This study encourages researchers to continue to provide knowledge and solutions to various problems that may still be faced by the present and the next generation in the 21st century. It is to be hoped that this is not the end of the exploration of the attitudes and challenges faced by the generation's struggle with the digital medium.

And finally, the study can be conducted in different locations to find out the expe-riences, attitudes and perspectives of the different statuses of the participants. They will be able to reveal various ways to continue the enrichment of digital equipment without abandoning printed newspapers.

On the whole, these suggestions only confirm the diversity of topics to be considered for this research that can still be used in the next generation. Paying attention to this problem will have even more strength if everyone involved in the study joins forces.

Concluding Statement

The phenomenological study examines the lens of students belonging to Gen Z regarding the use of digital media in the 21st century. Including their experience, ideas, solutions, perspectives and attitudes. Participants involved in this study did not hesitate to share their experiences and their way of how they addressed the problems in the use of digital media. So is their attitude to its positive and negative impact on their personality, awareness, knowledge and learning.

As a researcher, I would like to have clarification that the purpose of this study is to scrutinize and find out who wants to hear the stories of selected Gen Z students who use digital media in their learning. I would like to know if the digital tool is helpful enough to express awareness inside and outside the institution.

While conducting the research I could not avoid experiencing problems brought about by the Covid-19 pandemic such as interaction using online equipment. However, I maintain the firm belief that research on the current issue can be continued with accura-cy and with due regard to ethical standards. I approached my advisor to correct the mis-takes and went through the process to make the research content valid.

I am sure the result of my study is the standard of how Gen Z solves and addresses problems in the digital media medium. Research shows that digital media is of great im-portance in achieving the learning of every Gen Z student. of all. However, it is associat-ed with negative consequences if not addressed such as fear of misinformation, financial problems, online addiction, poor health, lack of desire to focus on deep learning and fear of damaging identity and personality. This is why Gen Z shared their respective methods to deal with the problem such as seeking guidance from the older and more knowledgea-ble, finding reliable sources of information online, using balanced sources, research, un-derstanding, and analyzing information read, disregarding, using alternative equipment, questioning fellow Gen Z and applying digital media knowledge.

As a researcher and teacher who shares factual information in language, I will con-tinue to be critical and honest with everything that will be shared with today's youth. I will be a model to the Gen Z youth to continue to cultivate high standards in the acquisi-tion and sharing of information using digital media journalism towards the innovation and globalization of academic learning within and outside the institution.

On the whole, the experiences of the informants have served as a way for Gen Z to adopt and uphold the

careful use of digital media in the 21st century. It has been a bridge to every challenge and it has helped to expand and improve recruitment as well as providing and sharing information using digital medium. The researcher hopes to con-tinue expanding the knowledge of the current generation and of future generations in the realm of the digital world.

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