Rapid Review: i-Voting Election General 2024 in Indonesia

Daniel Gilrandy Tirasbudi1, Irwansyah2
1,2Fakultas Ilmu Sosial dan Ilmu Politik, Universitas Indonesia, Indonesia
daniel.gilrandy@ui.ac.id, irwansyah09@ui.ac.id

Abstract

Industry 4.0 has advanced technology in contributing more to human life. These advances have an impact on every aspect of human life, especially information and communication technology. Uses and Gratifications Theory (UGT) is the basis for increasing the number of participants in the General Election system that meets the needs of voters. This research was conducted using a rapid review to produce policy recommendations to the government quickly within a limited time. The method used in a coherent study is PRISMA, to find the media choices that are most widely used by Indonesians and to find opportunities including the threat of simultaneous general elections in Indonesia in 2024. The findings show the many advantages of the voting system because of the greater benefits compared to the conventional system, especially i-voting has become an efficient system compared to the previous General Election System. The main threat of the i-voting system lies in network security; this condition already exists namely blockchain solutions. Changes in the General Election System cannot be interrupted because of technology, currently, changes in the General Election system are still running in place due to political interests. The relevant system development to be implemented is the combination of i-voting with e-voting, this system can provide solutions for voters who have resource constraints with e-voting and time constraints with i-voting.

I. Introduction

Industry 4.0 has given birth to progress technology that improves the quality of life of man in happiness, motivation, satisfaction, and giving time free more a lot. One of them is because with the existence of commitment to industry 4.0 for increase efficiency operational, economic, service, and product (Pereira et al., 2020). Condition this as a new era marked with digitization, information, transparency, connectivity and automatism (Sudibjo et al., 2019). One progress Industry 4.0 is birth smartphone that creates choice of media for communication social media called social media, progress this has make it easier and faster information social (Nurdin et al., 2021). Progress this is very welcome both by the public, the Government of Indonesia through the Ministry of Communication and Information (Kominfo) provides confirmation that moment this amount Indonesian resident user’s smartphone reached 167 million people or 89% of the total population (Hanum, 2021). Condition this be good capital for change system election general from conventional to cyberelection. Communication is the process of delivering messages by someone to other people to tell, change attitudes, opinions or behavior either directly orally or indirectly through the media. In this communication requires a reciprocal relationship between the delivery of messages and recipients namely communicators and communicants (Hasbullah, et al: 2018).
Uses and Gratifications Theory (UGT) rate audience active in determine the medium for Fulfill needs they (Katz, 1959). Evaluation this reflect that decision the use of media lies in the audience, when this is the most frequent medium used by Indonesians for get information is social media (Annur, 2021). Use of social media no miss from Support revolution industry 4.0 against use smartphone (Saragih, 2018). This thing Becomes push writer for browse about the media that ready used for support i -Voting Election General simultaneously in Indonesia on February 24, 2024 (Kominfo, 2022). The Minister of Communication and Information (Menkominfo) in 2022 believes Sorting General 2024 infrastructure technology information communication already ready for to do i -Voting, but it 's a shame the consideration of the House of Representatives of the Republic of Indonesia (DPR RI) does not support proposal for progress Election General year 2024 because various consideration (CNN, 2022).

DPR RI 's considerations were confirmed by the Chairperson Commission election General (KPU) that Election General simultaneously moment year 2024 confirmed no use i -vote even e-voting. The chairman of the KPU stated that that e-voting not yet important for applied, so that policy same with Election General before that is use technology information limited System Information Recapitulation Electronic (Ameliya, 2022), KPU, Supervisory Body Election General Affairs (BAWASLU), Commission II DPR RI, Government and Honorary Council Organizing Election General (DKPP) unites voice for agree whole system information that will used is system already there is (Utama, 2022). If no there is change system on Election General 2024, be question writer why progress technology communication no influence progress system on Election General 2024.

Minister of Communication and Information of course have positive perspective until propose i -voting on Election General 2024. Perspective this could depicted from advantages system i -vote if applied in Indonesia, namely existence calculation fast, accurate, reduce printing, reduce cost distribution printing, support disability, provide time for voters who don't could present at location election, and can give information with adapt wisdom local (Fanida et al., 2021). Amen Rais as one Indonesian reform leaders join support change system Election General 2024 with technology e-voting based blockchain, he thinks change this could increase LUBERJUDIL system (direct, public, free, confidential, honest, and fair). More from that, system this will save cost maintenance Election General 2024 (Dirgantara, 2022).

Difference perspective about determination change or no existence change system Election General 2024 to be things to study author. With analyze study before about benefit internet voting, writer attempted conclude about decision change or whether or not in system Election General 2024. Uses and Gratification Theory (UGT) helps writer for analyze change amount level picker from election general conventional Becomes cyberelection, as base strengthening conclusion writer for give recommendation system Election General 2024.

II. Review of Literature

The presence of Internet Voting (i - voting) creates debate new, argument collection voice via the internet will help increase amount picker (Serdült et al., 2015). Enhancement this assume for voters who don't could present in the place Collection Voice (TPS), no will have obstacle for give voice or vote. Besides i -vote in cyberelection, there is also another system called e-voting or electronic voting. Fundamental difference Among both of them is e-voting to do collection voice through electronic media will but must permanent present in TPS because tool electronic the only there is at location certain. Whereas i -vote no only
supported from tool electronics, however also supported from the internet for produce system collection online voice or remote digital voting (Barberà et al., 2021). *Cyberelection* could help increase amount participation picker (Fanida et al., 2021), increase this will support continuous achievement of participation targets increase every implementation (Arif, 2020).

System *cyberelection* for for make it easy picker in give his choice on election general like from home, outside home, and from the place others connected to the internet. So that picker no must gather at the place collection while. System this has implemented in several countries such as Australia and Brazil. Application system this get appreciation from picker until increase amount participation public in election (Taniady et al., 2020). The advantages of development technology information communication of course have weakness alone, one weakness from application *cyberelection* there are capable hackers mess up results from *cyberelection* (Crawford et al., 2015).

*Uses and Gratification Theory* (UGT) analyzes media not like theory communication in general that observes from corner look *sender or medium*. Instead of UGT analyze reason why audience consume information, UGT explains from corner look *receiver* about why audience consume information through the medium of his choice. Then see choice made by sender or sender message, UGT centered on why receiver message using certain media. Because UGT states that audience have choice and will free, public will make decision Specific about the media that will used and when use it (Katz et al., 1973). Every chosen decision audience assumed for Fulfill needs DNA score this person fulfilled it. So that with easy audience could give explanation why using the media of his choice, circumstances this no because solely strength from the media but absolute top media usage decision from audience (Haqqu, 2020).

UGT has 5 assumptions main (Katz et al., 1973), (1) audience use media because have destination certain, assumptions this against existence effect model uniform. Because theory this explain that every media audience will have different effects in media consumption, p this caused active media audiences who have different goals in consume media messages. (2) Audience use media for satisfying needs, because audience have different needs, media producers do not could ensure effect from production the medium will influence audience in accordance with the assumptions. Assumption this create strong limit on all theory about all form straight line effect from media messages on attitudes and behavior. (3) Third between media has competition for get user from audience, audience have different needs, different needs this is what becomes challenge media producer in producing media. Because every media messages have segment and not could covers needs wide audience. With have corner proper view about the role of the media in satisfaction needs, media will have every strategy create message for received audience. (4) Media strategy affects each audience no could uniformed, h result media production that is accepted by the audience will influence the choice in consume or whether or not media products. This thing based on from awareness needs or desire audience with specific and different. (5) Audience with Specific could explain the use and motivation of the chosen media. Audience assumed could tell the use and motivation of the selected media with exactly.

UGT assumptions explain that addition amount audiences on the use of technology media information communication certain, will walk straight with benefits to the public. If there is technology amount of information user a little or decreased, can depicted that technology the no Becomes choice audience because benefits provided no Fulfill needs audience
III. Research Method

Study this use method rapid review method this as means for give evaluation about information already is known about problem policy (policy) with use review systematic for search and assess by critical to the studies that have been there is (Grant & Booth, 2009). Quick review in general used in research in the field health that includes handling, systems, technology and more for get new discoveries (Tricco et al., 2017). Method this often used in urgent condition for support holder policy in determine decision by fast with time and resources limited power (Grant & Booth, 2009). Writer use method rapid review on research this for review relevant literature based on previous research, review this for produce recommendation policy to relevant Indonesian government system Election General 2024.

In method this, author adopt the PRISMA model or Preferred Reporting Items Systematic reviews and Meta-Analyses to make it possible rigorous search related with study scientific and other relevant information related security deep digital network service digital public. PRISMA indeed actually is a search model standard in a systematic review of the field knowledge health (Shaffril et al., 2018). Superiority of this PRISMA model is: 1) Defining question study by clear, 2) Identification criteria inclusion and exclusion, and 3) Searching the appropriate database with limit time certain. (Sierra-Correa & Cantera Kintz, 2015). Search article conducted through machine seeker Google Scholar as source articles study i-voting, e-voting and trending media use in Indonesia. Criteria inclusions used among others: 1) primary research or article research , no books , reviews, and proceedings ; 2) peer reviewed , which is the article has loaded in machine search Google Scholar ; 3) in Indonesian or English , for researching domestic cases as review for Indonesia; 4) rise 2020 and beyond because election general final implemented in 2020 ; 5) open access , for simplify search and articles no exclusive open for academics course ; 6) subject related to internet voting, electronic voting, and trends use of media, because discuss related application i-voting, e-voting and trend the use of media in Indonesia; 7) keywords search : i-voting (full text), e-voting (full text), and trending media (full text); 8) review repeat manually , adjust with the context and cases discussed.

IV. Result and Discussion

Article results findings loaded in table article i-voting and e-voting for identify problem in its application. Findings will spell out for support ingredient consideration in serve recommendation policy Government. Recommendations that can be concluded based on related discussion in i-vote. Selected finding articles still use draft e-voting in Indonesia. Not much special research in Indonesia use draft i-vote for system progress election common in Indonesia. Third article under help writer for formulate benefit from change system i-vote from system conventional.

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<td>Eva Hany Fanida 1, Indah Prabawati 2, Muhammad Farid Ma'ruf 3, Suci Megawati 4</td>
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First article (Fanida et al., 2021) give analysis about e-voting, electronic voting. Becomes study for applied in Indonesia. Superiority e-voting found in article first, system this will speed up calculation voice with Support taking voice through electronic media. Calculation electronic will increase accuracy compared manual calculation progress electronic in collection voice will lower budget Election General because no again use printing paper voice until existence failure printing. With no use paper printed sound, cost delivery paper the sound will also decrease until risk error distribution paper voice could remove. E-voting can also support for picker disability, because with progress industry technology information communication provide many media for receive and give information to users. For voters who don't dominate language certain because more dominate language area, can supported with e-voting because through electronic media could provide more language options easy understood by voters. Use e-voting join make it easy picker in read appearance paper voice compared election general before. System this capable increase safety on calculation sound that occurs. E-voting rated capable lower cost for activity Election General, one of them with Support internet network for make it easy distribution results Election General.

Weakness system e-voting found in the article first, system this not yet transparent. Due to limited openness in distribution information happening on the device electronics. Deficiency others also lie in the standard certification system not yet concluded. E-voting no miss from threat the party who owns privileged and hackers for manage results taking voice selector. Needs for buy and care device electronic for e-voting is also becoming weakness for use system this. Provider device also becomes threat for manager election common, because producer device will more dominate compared the consumer. Condition this is also getting heavy conducted if not yet there is framework law in application e-voting. Worries researcher to system e-voting especially in cybersecurity.

Second article (Kasim et al., 2021), emphasize implementation e-voting in Indonesia will give far-reaching efficiency cost implementation election general compared with cost implementation election general with system conventional. System this expected give convenience for picker so that could increase level participation selector. Researchers also confirm that e-voting can give accuracy calculation sound. Weaknesses found in researcher for implementation system e-voting is not yet existence regulation legislation or framework law for support development system election general 2024 and beyond.

Third article (Tambunan, 2022), e-voting Becomes solution for implementation election general convoluted and with eat high budget. System this rated researcher could prevent potency fraud and data manipulation. Finding key in study this that e-voting serve system election public defending democratic with effective and efficient. System this is
also capable reduce error in collection votes, calculations, recapitulation and significant reduce existence voice that doesn't legitimate. Need Support technology, device software, and resources power adequate human for could operate system this with successful. Even system this Becomes solution for guard principal election general LUBERJUDIL. However, implementation system this need existence Support from the KPU as institution organizer election general for reach the success of processes, programs, and politics.

4.1 Discussion

Moment this study special application internet voting or i-voting in Indonesia yet many noticed good from side academic nor practical. Writer finds a lot study about e-voting compared with discussion i-vote. Writer aware with superiority e-voting system will increase quality progress system election common in Indonesia (Fanida et al., 2021). This thing caused because existence level risk fraud in calculation paper voice lower, implementation cost election will far more efficient because operational for activity production and distribution paper voice removed. Point weak in E-voting voters must permanent come to TPS for could give his voice, so for voters who don't could present to a fixed TPS no could give his voice. Condition this same with system election conventional must come to TPS for give his voice. So that by direct provision of TPS will permanent same for doing system e-voting, conditions this no have significant efficiency compared with condition system election general conventional.

Writer gets findings for strengthen system i-vote could complete the drawbacks of e-voting. With Support internet network, voter could use personal media for give voice without must come to TPS. I-voting is also really good needs provision of TPS in to do collection sound. System this need get Support from cybersecurity in order to walk LUBERJUDIL. one solution for guard safety i-vote with use done in technique cryptography (Tambunan, 2022). Besides that, another way suggested by the character national Amen Rais is with use blockchain (Dirgantara, 2022).

In 2019 use e-voting in India has been increase enthusiastic picker compared with system conventional, system this has increase trust picker in election constitution (Tambunan, 2022). UGT assumption that audience will use media because fulfill his need could confirmed with existence enhancement amount participation picker conventional, e-voting, and i - voting. Amount participation the most is base policy government for determine her attitude in give decision system Election General 2024 to be it is held. System good choice must be supported by technology and resources power capable human. Moment this (Hanum, 2021), 89% of the population in Indonesia have using smartphone media at the same time could Becomes artifact for success system i-vote in Election General 2024. Voters and technologies that have been could prepared with good for development system election general, no will useful if no there is framework law and policy government in advancing the election program General 2024 and beyond. Become interesting attention for writer, because moment this decision absolute is in the KPU about how carry out the election program Increasingly common good from previously.

V. Conclusion

System election general already carried out on implementation before still permanent maintained by the government for implementation Election General 2024. Necessary existence consideration from the KPU as executor from activity election general. KPU as executor must get Support from Indonesian government for provide framework appropriate law. Writer recommends change system Election General 2024 using system cyberelection
consisting of from e-voting and i-voting. Second system could run together along with transition from system election conventional. Consideration use second system this because each system has advantages and disadvantages that can be each other complement.

I-voting could help make it easy picker because could conducted where only connected with internet network, condition this will give time free more many for picker for Fulfill needs other on the day election sound. So that with UGT assumption, i-voting could Fulfill more many needs for picker and capable increase amount participation in election. Weakness i-vote for voters who don't have and don't master the connected media on the internet, you can be powered by e-voting with provide tool electronics at TPS. E-voting could help source power man including tool electronics, so TPS establishment can more a little compared with conventional.

Majority of Indonesian population already have media that can support the way cyberelection. This thing reflected from amount user smartphones in Indonesia already reached 89%. Condition this Became good signal for policy government for develop system election general. Moment this all control from KPU for to do or whether or not change system election common in Indonesia in 2024 to election general next.

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