Innovation in Sugihwaras Village, Sidoarjo District as A Smart Village Based on Government Policy

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ABSTRACT

This research aims to analyze and describe the innovation of Sugihwaras Village, Sidoarjo Regency as a smart village based on government policy. The research method uses descriptive with a qualitative approach. Data collection techniques were conducted through interviews, observation, and documentation. The results show that the smart village in Sugihwaras Village is in the form of government administration system applications and public services made by village officials, computer training for underprivileged village children, integrated landfill management, eco-enzyme training, and adequate access to education, health, and information technology. The implementation of smart economy in Sugihwaras Village is still not evenly felt. Innovation in Sugihwaras Village is supported by the leadership of the village head who is sensitive to the condition of children in Sugihwaras Village. Culture is also an important factor in innovating in Sugihwaras Village, namely care and excellent service. The ability to innovate is that the teachers who are village officials and the Village Community Empowerment Agency have qualified skills in the computer field. The work team is still within the scope of village officials and village institutions, but will work with Muhammadiyah Sidoarjo University in providing certification. The performance of the village government in the Griya Sinau Digital (GSD) program is that training participants have increased and some participants have found jobs.

INTRODUCTION

The application of technology in public services touches the level of village government. In order to conduct services and planning based on community empowerment, village officials are required to prepare the ability to utilize technology because village officials are the spearhead of services. Independent villages are reflected in the behavior of villagers who have a strong will to encourage change for the better, produce products that characterize the village, and are able to meet their needs. Village independence can be seen from the village's ability to conduct physical and non-physical development. Physical development through the fulfillment of infrastructure, non-physical development through social, economic and cultural development.

Law No. 6/2014 about villages provides opportunities for the village community because so far, the community has only played a role as a policy connoisseur. Now the village community is given the opportunity to contribute in determining the direction of village development, which is expected to create a spirit of village independence (Budhirianto, 2010). Law No. 6/2014 on villages also indicates that village officials must be ready to utilize information technology in services and development at the village level in order to create electronic government (Taufiq et al., 2019).

The Ministry of Villages, Development of Disadvantaged Regions, and Transmigration as the government agency responsible for the development and empowerment of rural communities has launched the Village Innovation Program. Village innovation is an effort made by the village government to develop skills, knowledge, and experience in order to implement village development. This innovation is derived from the development of existing or new products or services to provide added value in a sustainable manner through human resources, infrastructure, economic and socio-cultural development. (Nurgiarta & Rosdiana, 2019) explained that innovation is an effort to maximize village potential to empower and increase community income.

Sugihwaras Village as one of the villages in Sidoarjo Regency implemented village innovations in order to improve the development and empowerment of village communities. Innovations in Sugihwaras Village include: 1) Griya Sinau Digital (GSD) program; 2) Electronic Bumdes (E-Bes) application; Simahir (Death and Birth System) application; 3) electronic application of Village Council aspiration (E-jasBPD); and 4) electronic application of ask the condition (e-takon). Innovations in Sugihwaras Village have proven to be able to improve village development. In 2018, Sugihwaras Village was still in the Disadvantaged Village category, but since 2020 it has been in the Advanced Village category. The following is the development of the Village Development Index (IDM) of Sugihwaras Village.

Table 1. Village Development Index (IDM) of Sugihwaras Village 2020-2022

Year	Village Development Index (IDM)
2020	0,7508
2021	0,8587
2022	0,9143

Source: The Ministry of Villages, Development of Disadvantaged Regions, and Transmigration

Table 1 shows that the development carried out by the Sugihwaras Village Government has increased every year. Since 2020, Sugihwaras Village has been in the Advanced Village category, whereas in 2018 it was still in the Disadvantaged Village category. In implementing a smart village, the Sugihwaras Village Government is able to optimally utilize its resources. This is evident from several awards obtained, namely the winner of the

Digital Village-Owned Enterprises category in the 2020 SDGs Award Villages in Indonesia, the Prospective Village for Good Governance for Best Village Financial Management in 2021 in Sidoarjo Regency, the Best Village Fund Management Good Governance Award for East Java Province in 2021, and the 2021 Batch 2 Brilliant Village Winner. Even with limited budget, the village government is able to build a digital-minded society.

The implementation of smart village in Sugihwaras Village is not free from obstacles from the aspect of human resources. The Sugihwaras Village Government does not have a village information system operator due to budget constraints. The Griya Sinau Digital program has limited teaching staff. The teaching staff in this GSD program comes from the village officials themselves, totaling 4 people. Initially, there were 7 teachers who also came from the youth community and residents, but because this training was voluntary, the youth community and residents resigned. The human resources of the Sugihwaras Village apparatus in mastering science and technology are still not optimal because the average education level is high school graduates. The following is the latest education data of the Sugihwaras Village apparatus:

Table 2. Data on the Last Education of Sugihwaras Village Apparatus, Candi Subdistrict, Sidoarjo Regency

Education Level	Qaauntity
High School	7
Bachelor Degree	1
Master Degree	1
Total	9

Source: The Government of Sugihwaras Village, 2022

Table 2 shows that the human resources of the apparatus in Sugihwaras Village are inadequate in facing the era of digital innovation. Whereas the village apparatus has a crucial role and is required to have digital expertise to achieve the success of smart village implementation. Based on the potential and problems in Sugihwaras Village, researchers are interested in studying the Innovation of the Griya Sinau Digital Program in Sugihwaras Village, Sidoarjo Regency. This research aims to analyze and describe innovations in Sugihwaras Village, Sidoarjo Regency as a smart village based on government policy.

METHOD

This research uses qualitative research which is a method for examining a natural object, the researcher is part of the key tool and the way for data is done by combining or analyzing data that has an inductive nature, then qualitative research produces a focus on the meaning of generalization (Sugiyono, 2017). Data collection techniques were conducted through interviews, observation, and documentation. Interviews were conducted in-depth with informants who had been predetermined and were considered to understand best (Sugiyono, 2017). The technique of determining informants was done by purposive sampling. The key informant in this study was the Head of Sugihwaras Village. The data used in this study include data on Griya Sinau Digital (GSD) program activities, Bumdes licensing, environmental management guidance, and village participation in village innovation competitions. Data analysis techniques used techniques according to (Miles et al., 2014) namely data collection, data reduction, data presentation, and conclusion drawing.

RESULTS AND DISCUSSION

Sugihwaras Village is one of the villages that became a smart village prototype in 2020 based on the Letter of the Head of the Research and Development Education and Training, and Information Agency of the Ministry of Villages PDTT Number: 1540/BLI.00.01/X/2020. Sugihwaras Village was the only representative village from Sidoarjo Regency invited to a virtual Focus Group Discussion (FGD) held to discuss smart village consolidation. Smart village is one of the activities in the Strengthening Village Governance and Development Program (P3PD). This program is a priority program in the Ministry of Villages' strategic plan for 2020-2024. Smart village activities are currently focusing on selecting 3000 villages. Sugihwaras Village has become a pilot project of the smart village program so that it gets the title without participating in the selection. This is because Sugihwaras Village has an advantage in conducting digital-based community development and empowerment. The implementation of smart village in Sugihwaras Village can be explained in the following sub-discussion

Implementation of Smart Village in Sugihwaras Village, Sidoarjo Regency

Smart village is a village administration that utilizes information technology by considering the characteristics of the local community to provide better services and achieve village independence. (Giffinger et al., 2007) explained that smart villages can be measured through six indicators, namely smart government, smart people, smart economy, smart mobility, smart environment, and smart living. Smart government is a village government that can facilitate community participation in the process of preparing and implementing village development so that government administration can run effectively, efficiently, and transparently. Smart government in Sugihwaras Village is realized through the creation of applications by the Village Secretary, such as Simahir, E-Bes, E-Dawis, E-JasBPD, and E-Dawis. These applications are used to facilitate the data collection process, accommodate community aspirations, and improve economic activities. Sugihwaras Village also has a website that has been registered with the Ministry of Communication and Information. With its innovations, Sugihwaras Village was selected as a smart village pilot project in 2020. (Muazir et al., 2021) explain that the ability or competence of village officials in the field of ICT is promising enough to support the implementation of smart villages. For the development of innovation, the Sugihwaras Village Government has a plan to provide electronic devices for guests so that they can fill out the guest book electronically and can search for the required data independently.

Smart people is the use and development of information technology by the community as an opportunity to optimize their role and contribution in village development (Giffinger et al., 2007; Herdiana, 2019). Smart people in Sugihwaras Village is carried out with the Griya Sinau Digitial activity, where the village government provides computer training to village children from underprivileged families. The Griya Sinau Digital activity is a form of the village government's concern for the skills of the village's future generation.

Figure 1. Griya Sinau Digital Activity
Source: The Government of Sugihwaras Village, 2022

With this training, the government of Sugihwaras Village hopes that there will be equal distribution of digital skills, because so far underprivileged children do not have access to computer learning. The government of Sugihwaras Village hopes for support from universities to provide certification facilities so that the training is useful in getting a job.

Smart economy is a better and computerized economic management. Smart economy is characterized by a spirit of innovation and economic competitiveness (Giffinger et al., 2007). The application of smart economy in Sugihwaras Village is the Electronic Bumdes (E-Bes) application, which is a forum for selling products and services owned by villagers. There are around 25 sellers who are members of the application offering food products, garments, beauty, motorcycle taxis, motorcycle services, massages, and others.
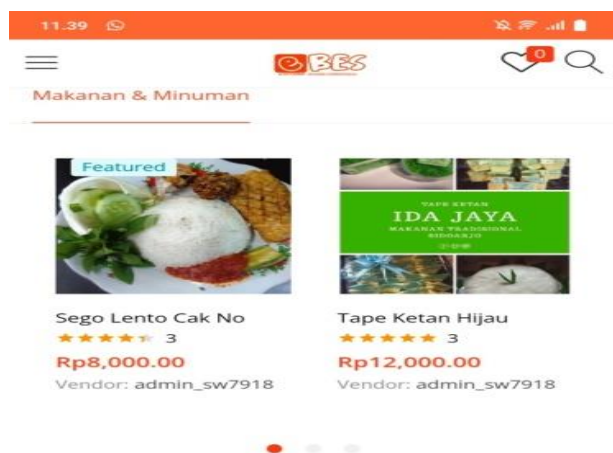

Figure 2: Display of Sugihwaras Village E-Bumdes Application
Source: The Government of Sugihwaras Village, 2022

For its innovation in the digital economy, Sugihwaras Village received a visit from the Ministry of Villages, Development of Disadvantaged Regions and Transmigration. Sugihwaras Village also received an award for the application created by the Village Secretary, namely Electronic E-Bumdes (E-Bes). This application is considered capable of improving the economy because it helps promote products and services owned by villagers. The E-Bes application received two awards, namely in the Bumdes Award organized by ITS in collaboration with the East Java Provincial Office of Community and Village Empowerment, and the Village SDGs Award organized by the Indonesian Bumdes Association

and AKSITARU (Academy of Construction and Spatial Planning).

Figure 3: Bumdes Digital Award
Source: The Government of Sugihwaras Village, 2022

The village-owned enterprise "Sukses Bersama" of Sugihwaras Village has also been registered in the Data Desa Center (DDC) application and obtained a license from the Ministry of Law and Human Rights. The village-owned enterprise "Sukses Bersama" runs a tent unit business, a staple shop, and Payment Point Online Bank (PPOB) services in collaboration with PT POS, PT BRI, and Bank Jatim.

Smart villages that are implemented can provide convenience to village communities in increasing village economic activities. Smart village should not only be synonymous with the utilization of social media for village promotion (Saleh & Ibad, 2022; Subekti & Damayanti, 2019). The Government of Sugihwaras Village utilizes technology to improve community empowerment and economic activities, but the impact of smart economy has not been felt evenly because there are still villagers who work as traders who do not know the E-Bes application. Some buyers also do not know about the E-Bumdes application. The findings show that the smart economy in Sugihwaras Village has not run optimally.

Smart mobility is part of a smart village that focuses on solving transportation and mobility problems, such as congestion and traffic violations (Giffinger et al., 2007). Smart mobility in Sugihwaras Village is the infrastructure development of the Sugihwaras Multipurpose Sports Building (GOSS). The construction of this building is an effort by the village government to overcome congestion caused by road closures by residents who have celebrations. This building can also be used for villagers' activities, such as futsal, volleyball, basketball, tennis, and badminton. The existence of infrastructure development can also support the economy and empowerment because the Bumdes can manage the rental of the multipurpose building. The Bumdes can coordinate with culinary and bridal makeup businesses owned by villagers to offer rentals. Thus, the economy of Sugihwaras Village is expected to increase.

Smart environment is the utilization of information technology in the management and preservation of the environment that can be a village characteristic. The smart environment in Sugihwaras Village is the management of an Integrated Waste Disposal Site (TPST) by a village-owned enterprise. The TPST management was registered as the flagship activity of Sugihwaras Village in implementing the Empowered Village Program. The Desa Berdaya Program is only given to villages with independent status, and the Governor of East Java gave a reward of 100 million funds to run the program.

Sugihwaras Village also conducts eco-enzyme training, but it is still in the early stages of socialization within the Family Welfare Empowerment group and Neighborhood Association.

Smart living is concerned with managing a better quality of life for rural communities by providing appropriate information technology infrastructure, education and health facilities. Competitive and smart villages can fulfill the availability of facilities and infrastructure (Muazir et al., 2021). In this study, access to health in Sugihwaras Village is as follows:

Table 3. Health Access Condition in Sugihwaras Village

Village Development Index Indicator	Score	Description
Access to Health Facilities	5	Travel time ≤ 30 minutes
The doctor	5	Quantity of doctors ≥ 1 person
Midwife	5	Quantity of midwife ≥ 1 person
Participation rate of the Social Security for Health	4	Number of Social Security health participants compared to total population 0,6 - 0,75
Access to village health post	5	Distance to village health post = 500 Meters
Posyandu Activity	5	Number of integrated family planning service posts active once a month compared to the number of integrated family planning service posts > 0,75

Source: The Government of Sugihwaras Village, 2022

Based on the table above, it can be seen that health access in Sugihwaras Village is adequate and easily accessible to villagers. Sugihwaras Village has 1 village health post manned by the village midwife and 9 integrated family planning service posts. Villagers can also consult about health using the E-takon application that is connected to the village midwife's phone number.

The availability of good education facilities in the village is useful for improving the quality of education. Sugihwaras village has fulfilled the element of educational facilities with a total of eight schools from kindergarten to junior high school level.

Table 4. Condition of Education Access in Sugihwaras Village

Village Development Index Indicator	Score	Description
Access to Elementary School	5	Distance to elementary school = 3000 Meters
Access to Junior High School	5	Distance to junior high school ≤ 6000 Meters
Access to Senior High School	5	Distance to senior high school ≤ 6000 Meters
Availability of early childhood education	5	Quantity of early childhood education ≥ 1

Source: The Government of Sugihwaras Village, 2022

These schools are easily accessible by villagers because they are not far from the village. Communication technology infrastructure, namely the existence of village wifi that can be used by residents who visit the village office.

The monitoring and evaluation stage is carried out with a smart village competition which is held regularly every year. In contrast to this study, the smart village in Sugihwaras Village was carried out according to village initiatives because Sidoarjo Regency has not yet focused on setting policies and implementing the smart village program. So that there is no monitoring and evaluation from the local government for villages that implement smart villages. Even so, the smart village in Sugihwaras Village is running well because it often gets the spotlight from the Ministry of Village and gets many awards.

Innovation in Sugihwaras Village, Sidoarjo Regency

Innovation in government organizations is a demand because of the increasing pressure from the public to improve the performance of government agencies in order to be able to solve problems in people's lives through programs and services. Innovation can relevantly be used in the public sector to find new solutions to old problems that have never been resolved (Muluk, 208). There are 5 critical factors in innovation including: innovation leadership, innovation culture, innovation capabilities, work teams and partnerships, and innovation performance.

Leadership innovation in the implementation of smart villages in Sugihwaras Village, Sidoarjo Regency, is in the form of an initiation by the village head and village officials to conduct computer training for school-age children in the village, especially children who are economically disadvantaged. The Griya Sinau Digital program began in 2019, where the Sugihwaras Village Head had only been leading for one year. The village head innovated to build digital literacy of human resources because the world of education and work really requires the ability to operate computers. With this program, it is expected that the young generation of Sugihwaras Village can compete in the world of work.

This training has produced a generation that is technologically literate, training participants get office application material, data coding, logo design, and application creation. Some of them have succeeded and found jobs. This shows that the innovation initiated by the Sugihwaras Village Government has a positive impact on the younger generation. As explained by (Mustakim, 2015) innovative leadership is characterized by a new awareness of managing power for the benefit of many people. In this study, what is meant by new awareness is the sensitivity of the village head to the condition of children in Sugihwaras Village who need computer skills but do not have the money to take courses. The sensitivity of the Sugihwaras Village Government is very important in shaping social change, especially changes in the quality of village human resources for the better.

The culture of innovation in the implementation of smart villages is done by shaping the attitudes of village officials and village institutions that aim to improve the ability of the community in digital technology. The Sugihwaras village apparatus built a culture of innovation to the village community by socializing the application of the Birth and Death System (Simahir) and Electronic Aspiration Net (E-JasBPD). The culture of innovation built by the Sugihwaras Village apparatus has not gone well because some residents still do not know that administrative services use applications.

The culture of innovation is also demonstrated by the computer training conducted by villagers, especially school-age children. School-age children now have a better understanding of computer learning materials that were previously limited to only being obtained at school with minimal time. With Griya Sinau Digital, parents no longer need to think about course fees. In addition, this program also triggers the village community's

desire to participate in training. Especially members of the Family Welfare Empowerment (PKK) and Village Community Institutions (LKD). This is because digital technology has now entered public services to the lowest level. The willingness of village institutions to participate in the training is an attitude that reflects their determination to improve services to the community. There are shared attitudes and values that form a culture of innovation. The values contained in the culture of innovation in Sugihwaras Village are care and excellent service. This is as explained by (Siagian, 1998) that organizational culture is a shared agreement (commitment) about shared values in organizational life and binds everyone in the organization concerned.

(Wibowo & Phil, 2007) explains that competence is needed to carry out or perform a job or task based on the skills and work knowledge required by the job. As research (Nurwanda & Badriah, 2020) shows that the implementers of village innovations still lack an active role so that innovation activities cannot be understood by the community. The innovation capability in question is the ability of village officials to manage public service information systems and government administration. Broadly speaking, the Sugihwaras Village apparatus has a high school education background as many as 7 people, and a college background as many as 2 people. The Sugihwaras Village apparatus also seeks to develop digital competencies of village institutions such as Neighborhood Association, Community Association, Family Welfare Empowerment, and Village Community Consultative Body. This is because village institutions are partners of the village government that also have a role in building a digital-based village. The ability of village officials in the digital field is uneven due to the lack of local government's role in providing training and development. Training is only provided with little intensity. It is necessary to measure the digital competence of the village apparatus to ensure successful implementation of e-government. Special attention is needed for policy makers to improve the digital capabilities of village officials (Waluyo et al., 2019).

The ability of employee innovation can also be seen in the implementation of the Griya Sinau Digital program, namely the teachers who are village officials and the Village Community Empowerment Agency (LPMD) have qualified skills in the computer field, but only four human resources are available. Initially, there were seven teachers who also came from youth organizations and the community, but they resigned because they were voluntary. The teachers are required to have the ability to innovate the griya sinau digital program in Sugihwaras Village because the enthusiasm of the community is increasing. The training participants, which initially amounted to 5 children, are now 83 children divided into four classes. The four classes are divided based on the material presented, namely 1) introduction to software and hardware; 2) Microsoft Office, drawing techniques in Paint application, and other computer basics; 3) graphic design, blog and website creation, video editing; and 4) coding.

Innovations in Sugihwaras Village are implemented by a working team that is still within the scope of village officials and village institutions. Some time ago, Muhammadiyah Sidoarjo University students were involved in assisting learning activities in the Griya Sinau Digital program in the context of carrying out Real Work Lectures (KKN). Students as academics hope that this program will continue so that children with economic limitations are not less competitive in terms of technological

capabilities. In this regard, the village government will work with Muhammadiyah University of Sidoarjo to certify the trainees so that their skills are officially recognized. Partnerships with academics are needed to maximize services to the community. The benefit of forming a partnership is to achieve better results, by providing mutual benefits between partnering parties (Fatmawati, 2011). Research (Isnaningtyas & Marlina, 2017) explained that the partnership that has been carried out is oriented towards improving the quality of the community's Human Resources.

The performance of the Sugihwaras Village government in village innovation is that the training participants have increased, at the beginning of the program implementation there were 5 children, now in the third year of implementation there are 83 children. As a result of the training, some participants were able to work in design and logo service businesses. The participants, who are mostly school-age children, can earn an income that can ease the burden on their parents. This study has similar results to research (Nurgiarta & Rosdiana, 2019) This study has similar results to research (Nurgiarta & Rosdiana, 2019) that the training provided can improve community skills and increase family income. The community's opinion regarding the Griya Sinau Digital program is that there is ease in dealing with learning during the covid-19 pandemic. The GSD program has been running since September 2019, which is several months before the emergence of the covid-19 pandemic. The sudden emergence of the pandemic made teaching and learning activities at school carried out online, which of course children and parents had difficulty because they did not understand technology. With the GSD Program previously obtained, it has become a provision for children to carry out online learning. Children who do not understand the material explained by the teacher during online learning can learn from the internet because during the training they were taught to find information on learning materials through the internet. The findings are in line with the opinion (Albury, 2003) that the characteristics of successful innovation are the creation and utilization of new processes, new products, new services, and new delivery methods, which result in significant improvements in efficiency, effectiveness and quality.

CONCLUSION

Sugihwaras Village innovation as a smart village based on government policy can be seen from the implementation of smart village and village innovation. Smart village in Sugihwaras Village runs well on the indicators of smart government, smart people, smart environment, and smart living. Smart government is shown by innovations in the form of birth and death system applications, electronic village-owned enterprises, electronic aspiration nets, and electronic dasawisma groups. Sugihwaras Village is the only village in Sidoarjo Regency as a smart village pilot project in 2020. Smart people are carried out through computer training activities for underprivileged village children. Smart environment is done through integrated landfill management and eco enzyme training. Smart living is demonstrated by the ease with which residents can access education, health and information technology. The elements of smart economy and smart mobility are not yet running well because the impact of the E-Bumdes application has not been felt evenly. Smart mobility is still in the construction stage of the multipurpose building, so the problem of congestion due to road closures by residents holding celebrations has not been resolved.

Innovation in Sugihwaras Village can be identified by the

presence of innovation leadership, namely the sensitivity of the village head to the condition of children in Sugihwaras Village who need computer skills but do not have the money to attend courses. The sensitivity of the Sugihwaras Village Government is very important in shaping social change, especially changes in the quality of village human resources for the better. The culture of innovation is also an important factor because it shows the attitudes and shared values that shape innovation. The values contained in the culture of innovation in Sugihwaras Village are care and excellent service. The innovation capability of employees is that the teachers who are village officials of the Village Community Consultative Body have qualified skills in the computer field, but only four people. The work team is still within the scope of village officials and village institutions, but will work with Muhammadiyah Sidoarjo University in providing certification. The performance of the village government in the Griya Sinau Digital (GSD) program is that training participants have increased and some participants have found jobs.

Based on the above conclusions, the author's suggestion is that the involvement of local government, in this case the role of the Community and Village Empowerment Office (DPMD) and the Communication and Informatics Office (Diskominfo) needs to be increased. Because village governments still need guidance in managing the sustainability of village innovations. Smart village programs such as Griya Sinau Digital and eco enzyme training can be adapted to be applied more widely in the regional scope, because this program is very useful in improving the quality of human resources. Local governments also need to facilitate cooperation with the private sector, academics, and communities so that village governments can be helped.

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