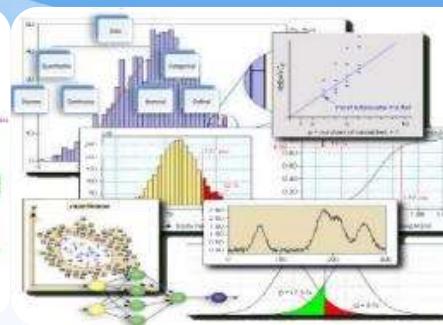
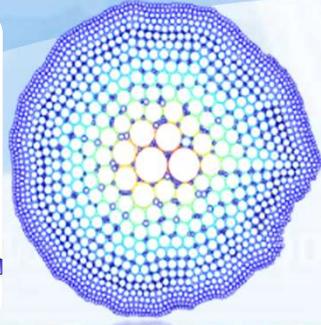
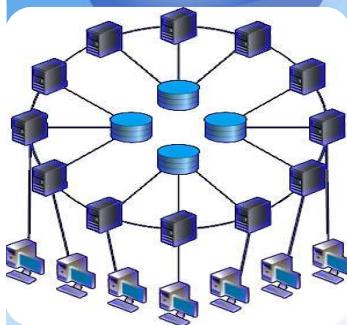


Forum Group Discussion: Roadmap Riset & Abdimas

Webminar: Jum'at, 24 September 2021

Tantangan, Peluang, & Strategi Riset Data Science di Sosial Humaniora



Taufik Sutanto

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TAUFIK SUTANTO

S.Si, MScTech, PhD



"Your partner in
data solution, research, & education"



Specialization:

Data Science, Big Data, Parallel & Distributed Computing, Machine Learning, Applied Mathematics & Statistics, Information System.

Current Position:

Founder: tau-data Indonesia

Lecturer: UIN Jakarta, UI Depok (PKWT)

Education:

Queensland University of Technology ([PhD – Data Science for Big Data](#)) - 2017

Tohoku University ([Research Program, Machine Learning](#)) - 2007

University of New South Wales ([MScTech – Applied Math/Data Mining](#)) - 2005

University of Indonesia ([Ssi – Mathematics/Computational Statistics](#)) - 2001

Awards:

Best researcher award KemenAg 2019

QUT Write-Up Award - 2017

Australian Leadership Award 2013-2017.

Outstanding Awards –PDT ADS 2012.

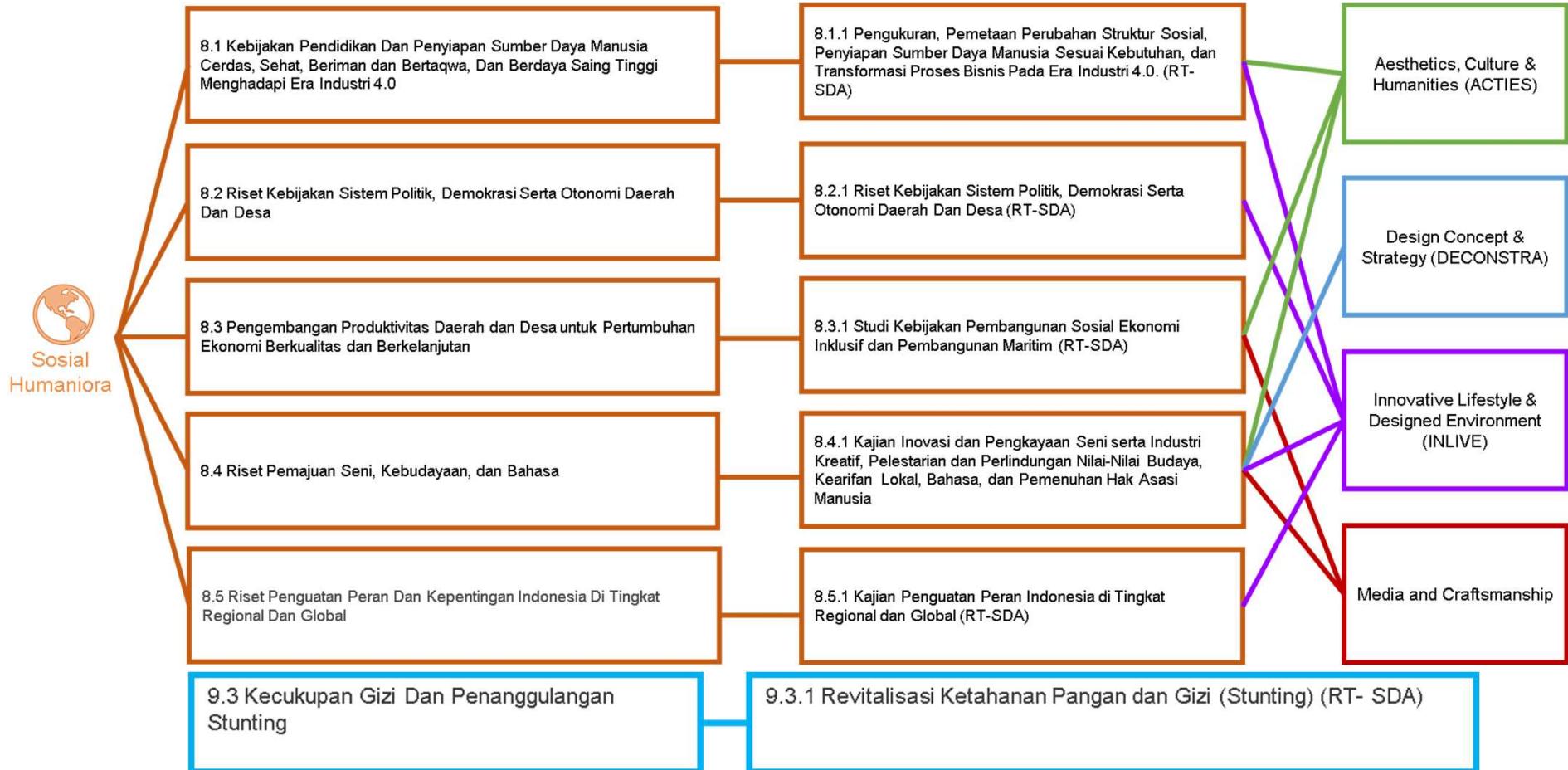
Junior Achievement International (2002), MonbuKagaKusho (2007), etc.

Contact: taufik@tau-data.id

Outline

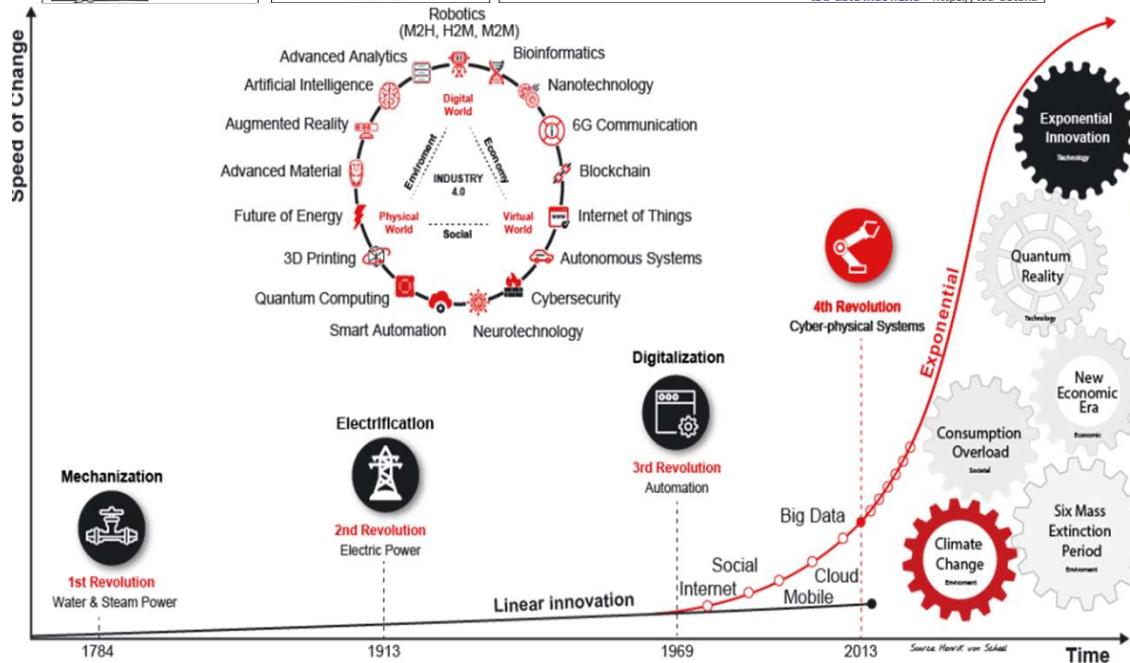
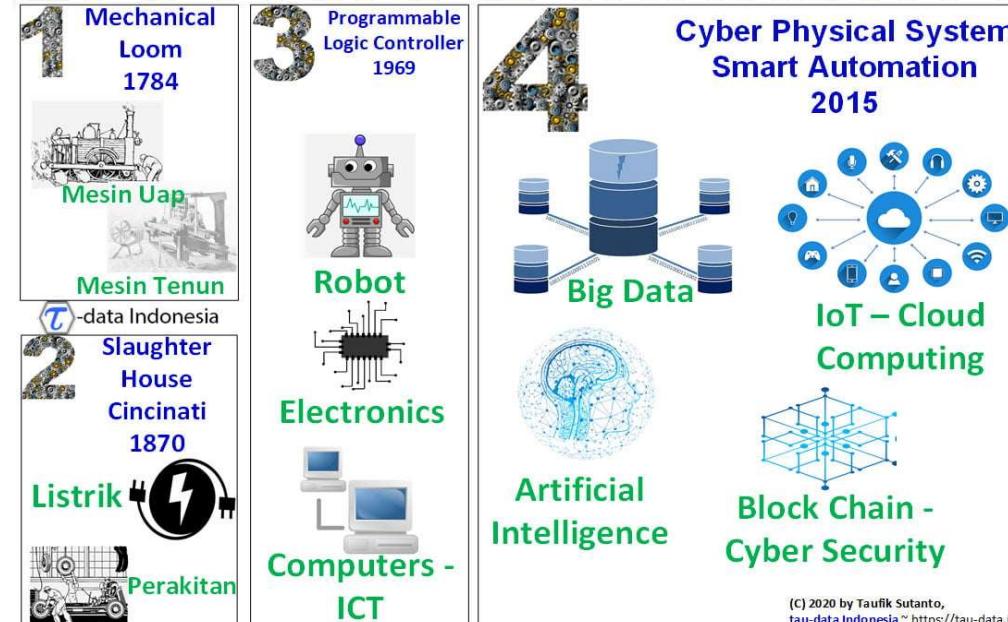
- ❖ Pendahuluan Industry 4.0 & Society 5.0
- ❖ Definisi, Metodologi, & Aplikasi
- ❖ Sumber & Aturan Data
- ❖ Demonstrasi Kecil Analisa Media Sosial
- ❖ Beberapa contoh riset/project DS
- ❖ Rekomendasi Riset DS di Sosial Humaniora
- ❖ Diskusi RoadMap/Strategi Riset DS di Sosial Humaniora

Dimulai dari Akhir: RoadMap Telkom University



Kata Kunci: SDM, Politik, Desa, Ekonomi, Seni-Budaya-Bahasa, Kesehatan, Pangan.

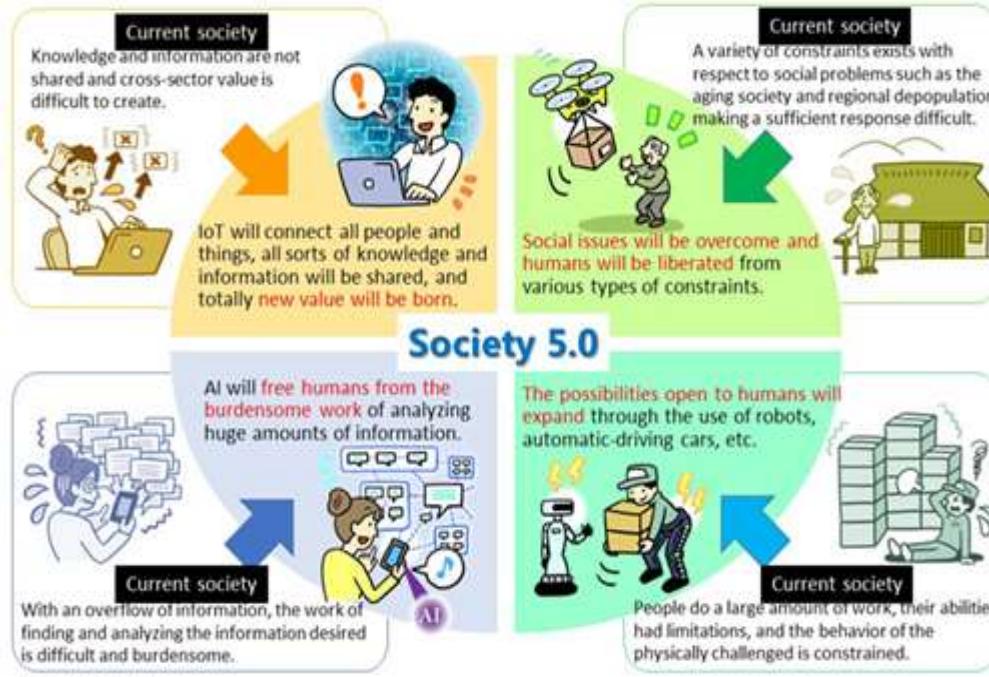
Era Data ~ Industri 4.0



- ❖ Narasi **Industry Revolution 4.0**: diperkenalkan pertama kali oleh BMBF-Jerman (Federal Ministry of Education and Research) saat acara *the Hannover Messe Industrie* (HMI Fair) tahun 2011.
- ❖ **Henrik Von Scheel** [[Link](#)] salah satu tokoh terkemuka dari Jerman dibalik lahirnya/maraknya istilah industri 4.0.
- ❖ Memperhatikan trend **jarak antar Revolusi Industri**, terdapat kemungkinan besar revolusi berikutnya berlangsung lebih cepat (misal karena jamaknya *quantum computing*).

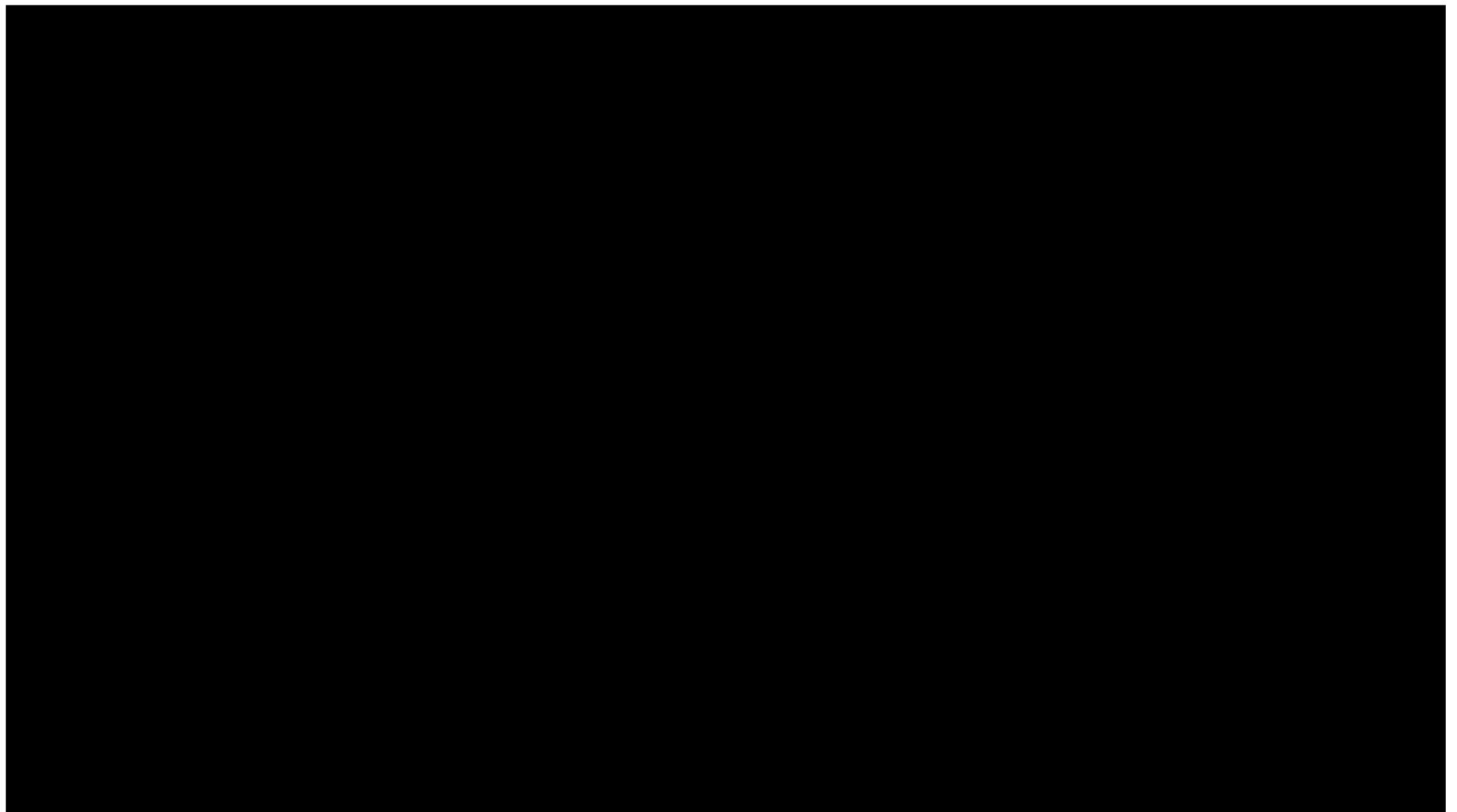
Society 5.0 & Sosial Humaniora

- Jepang memperkenalkan konsep "Society 5.0" tahun 2016 sebagai: "**a technology-based and human-centered society**".
- <https://www.youtube.com/watch?v=SYrv6kOsU1o>



[source: CAO,Japan]

Ilustrasi Society 5.0



Riset Society 5.0

=

Pengaruh RI 4.0 ke Masyarakat



RI4 & DS5 di Indonesia?

JAN
2021

INDONESIA

ESSENTIAL HEADLINES FOR MOBILE, INTERNET, AND SOCIAL MEDIA USE



INDONESIA

⚠ CHANGES TO DATA SOURCES FOR INTERNET USERS AND SOCIAL MEDIA USERS MEAN THAT VALUES ARE NOT COMPARABLE WITH PREVIOUS REPORTS

TOTAL
POPULATION



274.9
MILLION

URBANISATION:

57.0%

MOBILE
CONNECTIONS



345.3
MILLION

vs. POPULATION:

125.6%

INTERNET
USERS



202.6
MILLION

vs. POPULATION:

73.7%

ACTIVE SOCIAL
MEDIA USERS



170.0
MILLION

vs. POPULATION:

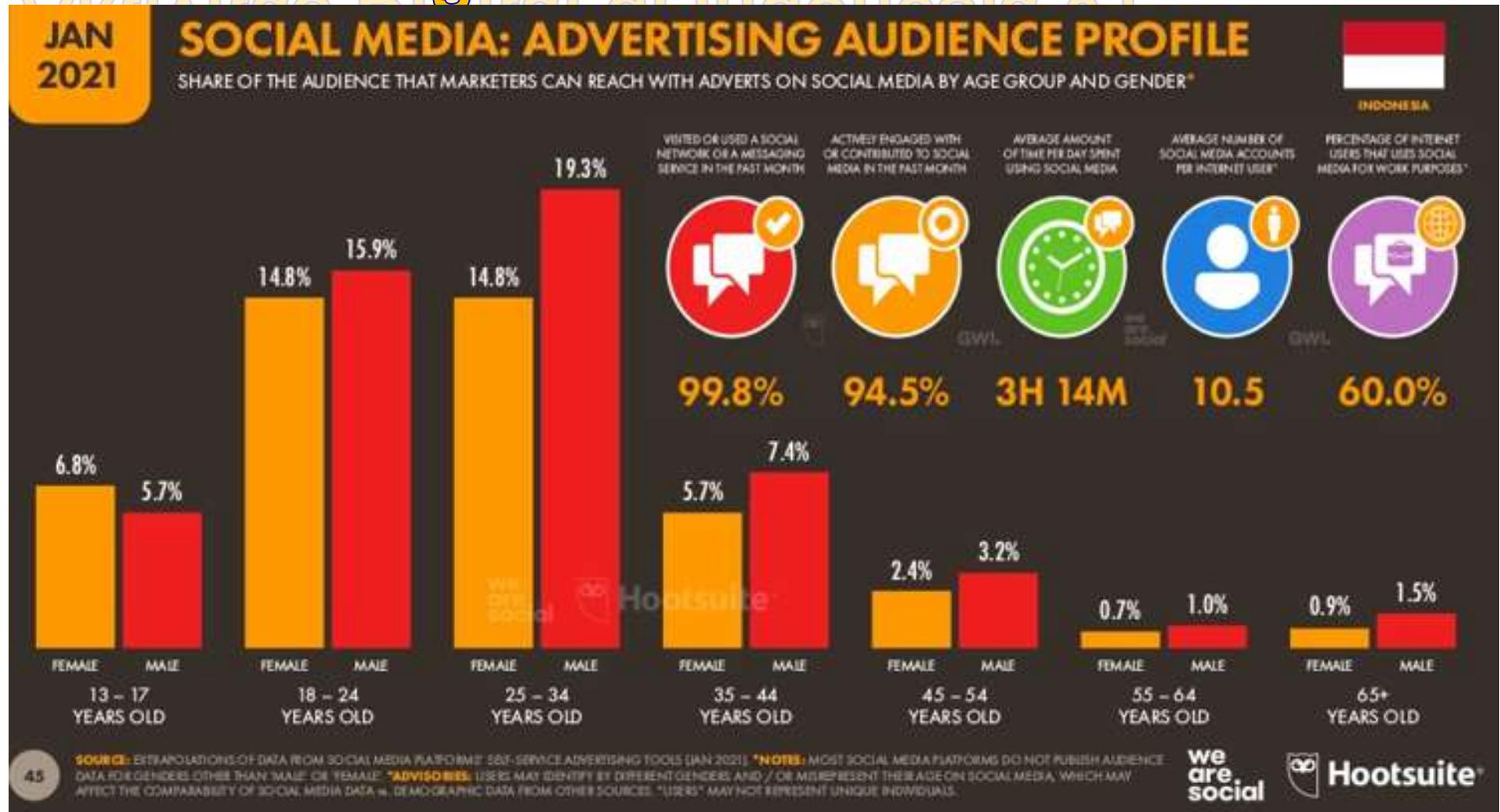
61.8%

SOURCES: THE 2021 INDONESIA GOVERNMENT SURVEY, GSMA INTELLIGENCE, HOOPTREE, UNFPA API, GSMA, SOCIAL MEDIA PLATFORMS, SELF-SERVICE ADVERTISING TOOLS, COMPANY DATA AND REPORTS, MEDIASCORE, CARNAZIAH. * COMPATABILITY ADVISED ON SOURCE CHANNELS. INTERNET USER NUMBERS NOT SOURCE-HODGE DATA, SOCIALED FROM SOCIALMEDIA.INDONESIA. SO DATA ARE NOT COMPARABLE WITH PREVIOUS REPORTS. SOCIAL MEDIA USER NUMBERS MAY NOT REPRESENT UNIQUE INDIVIDUALS. ** MAY EXCEED INTERNET USER NUMBERS.



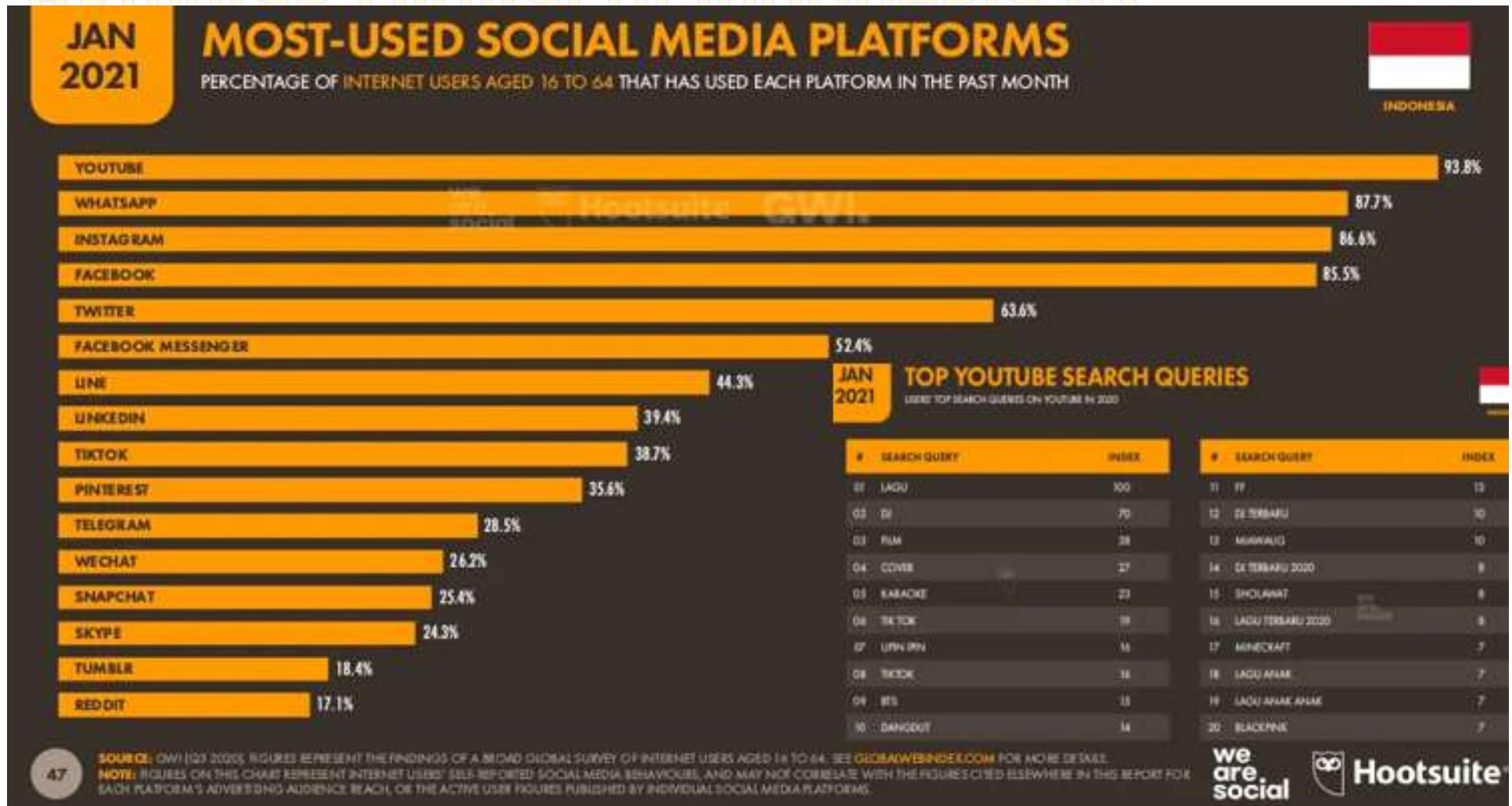
Mayoritas masyarakat Indonesia **sudah terhubung ke Internet** & banyak diantaranya adalah pengguna media social.

Aktivitas Digital di Indonesia 01



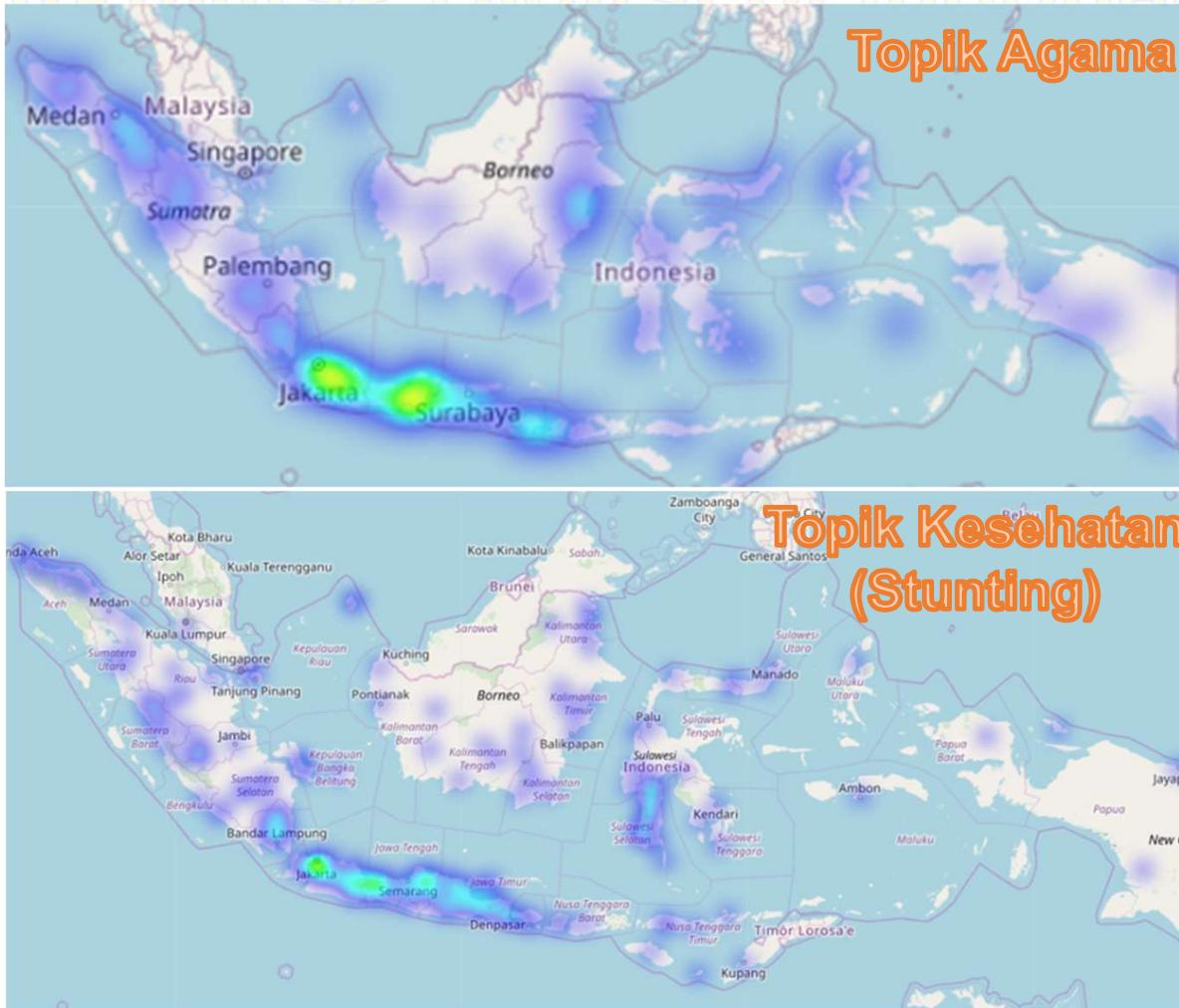
Saat ini pengguna media sosial aktif didominasi **usia muda** dan tidak sedikit penggunaannya terkait pekerjaan.

Aktivitas Digital di Indonesia 02



Penggunaan media sosial didominasi untuk **hiburan**. Tapi bagaimana persebarannya??

Aktivitas Digital di Indonesia 03



- Masih di dominasi di daerah Jawa → Hati-hati **bias** jika riset data dari media sosial. Namun sudah mencapai pelosok.
- **Demo?**

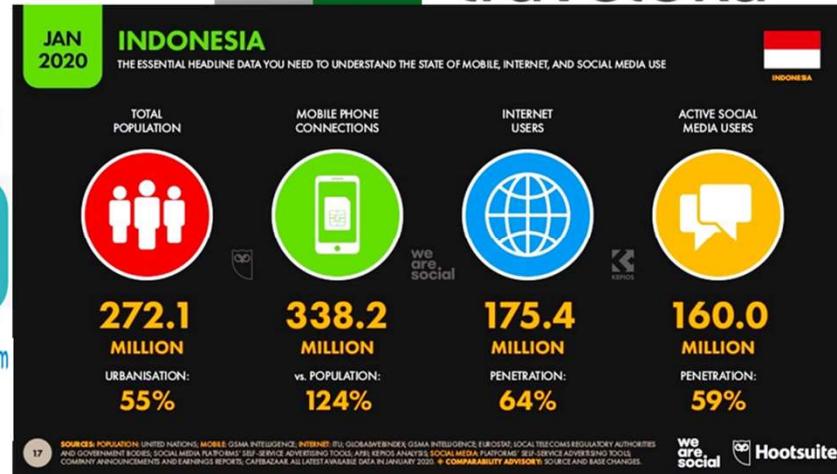
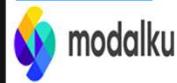
Era Data ~ Industri 4.0



tokopedia



Grab



Shopee



Buy now, Pay later

“ Data adalah minyak baru. Data seperti minyak mentah yang berharga, tetapi jika tidak dikelola dengan baik maka data tidak dapat digunakan. ”

– Clive Humby, DunnHumby

“

Untuk pertama kalinya kita memiliki sebuah perekonomian yang berdasarkan pada sebuah sumber daya utama (informasi) yang tidak hanya terbarukan, tetapi terus bertambah. ”

– John Naisbitt

- ❖ Digital Company
- ❖ Web/Mobile App
- ❖ Membutuhkan Internet.
- ❖ Mayoritas Bukan Manufacturing
- ❖ Dampaknya sudah merambah ke desa-desa di Indonesia.
- ❖ Keberhasilan Perusahaannya bergantung Analisa data.



Society 5.0 = Dampak RI 4.0

- Apakah pengaruhnya di Indonesia akan sampai ke **pelosok/desa**? Jika belum, kapan akan terjadi? Trendnya?
- Apakah pengaruhnya sama di setiap daerah di Indonesia?
- Apa saja dampak Aplikasi di era RI 4.0 ke masyarakat: **eCommerce**? **Media Sosial**? **AI**?
- Dampak RI 4.0 terhadap:
Agama, Sosial – Politik, Ekonomi, Lingkungan, Life Style, Pendidikan?
- Kapan pengaruh RI 4.0 akan mengalami **saturasi**?
- Bagaimana mengambil **data** dan apa **metode** yang bisa digunakan untuk mengetahui pengaruh-pengaruh diatas?

Data Science?

Data science adalah sebuah bidang ilmu yang menggunakan metode dan **proses-proses ilmiah**, algoritma, dan sistem untuk mendapatkan pengetahuan dan wawasan (**insight**) terdalam dari suatu **data terstruktur dan tidak terstruktur**.

Catatan: Sumber data Data Science biasanya berasal dari sistem Big Data

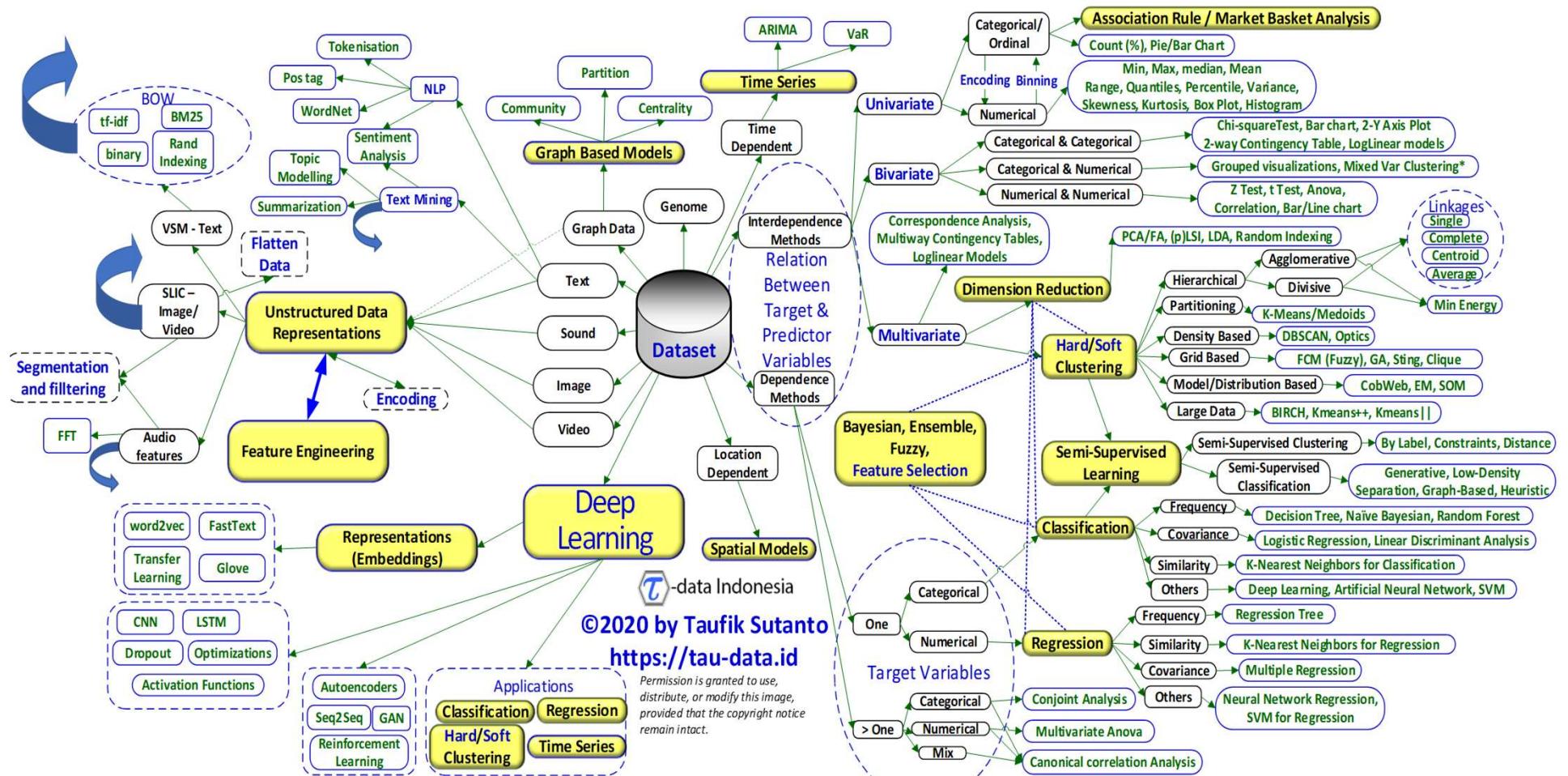
Kata Kunci: Text Mining, Machine Learning, rekomendasi, prediksi, dsb.



Definition inspired from: Dhar, V.: Data science and prediction. Commun. ACM. (2013). <https://doi.org/10.1145/2500499>.



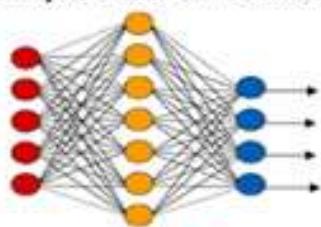
Metodologi Data Science



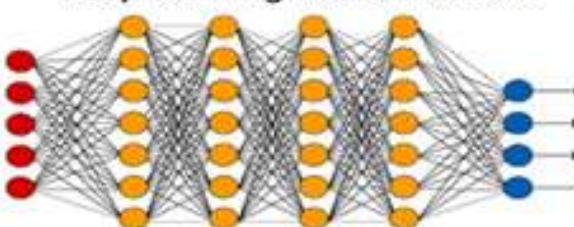
- Terkait penelitian, sisi kanan sudah cukup **“saturated”**, walaupun di bidang terapan.

Deep Learning & Big Data

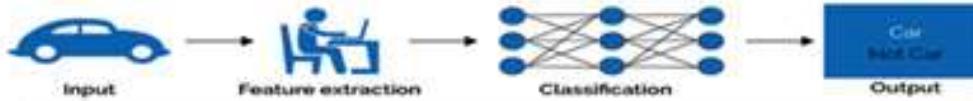
Simple Neural Network



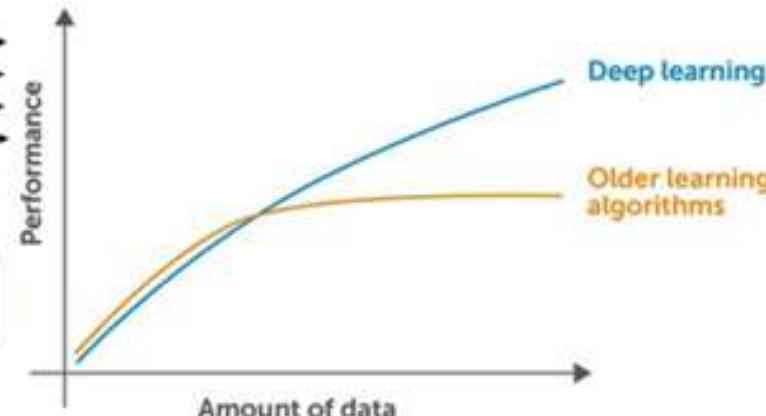
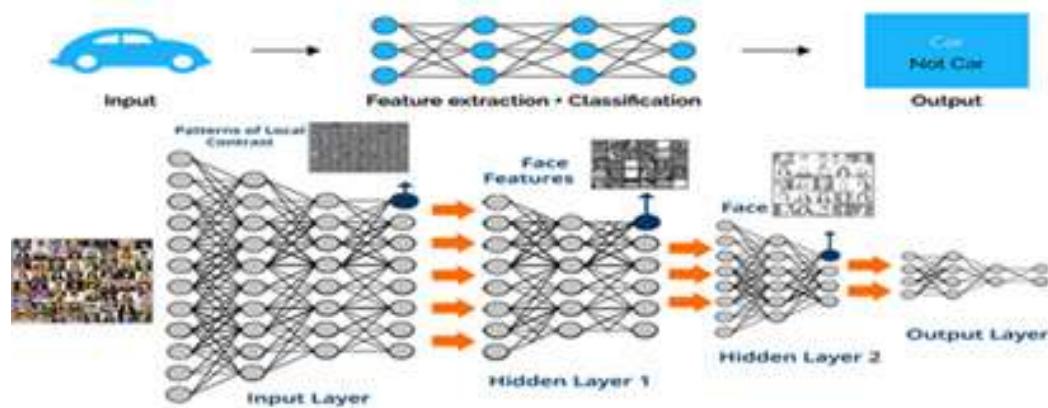
Deep Learning Neural Network



Machine Learning



Deep Learning



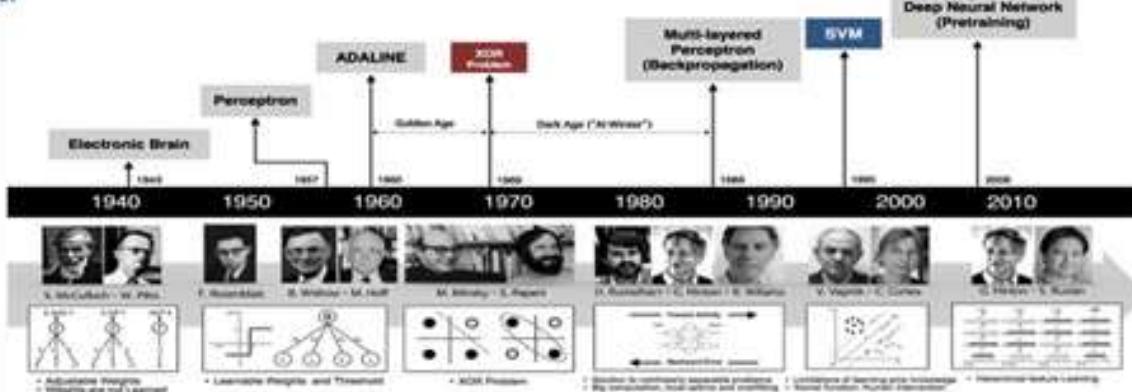
Artificial Intelligence (AI ~ 1950's)

Explicit Rules
Perceptron
Adaline
XoR Problem

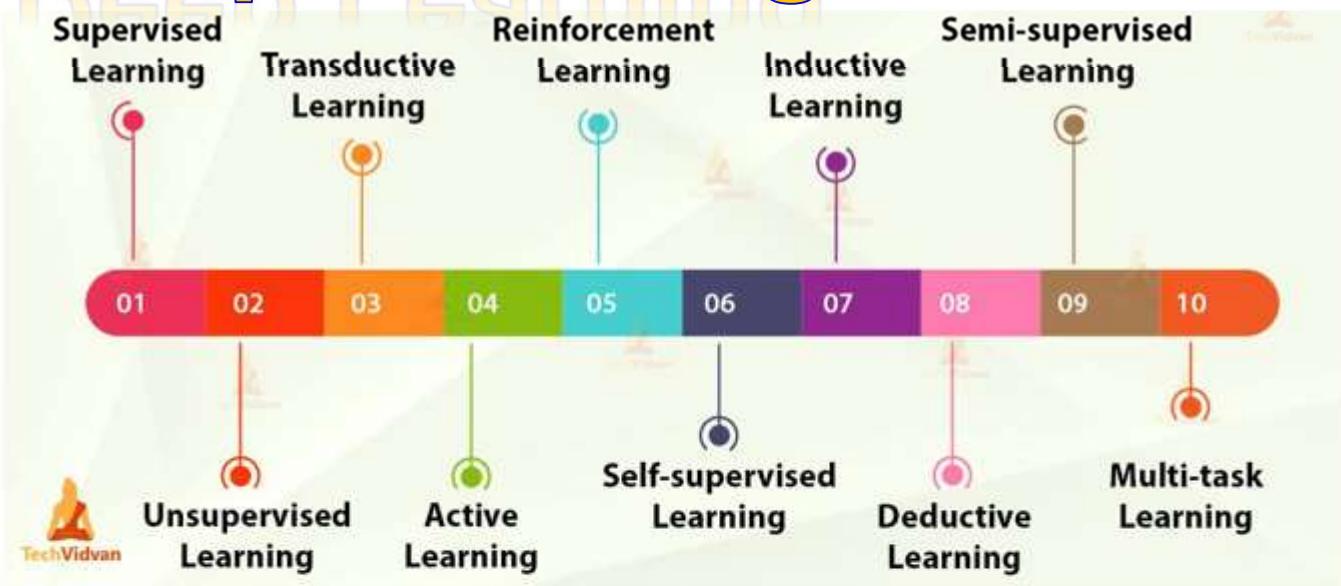
Machine Learning (ML ~ 1990's)

Decision Tree
SVM
ANN

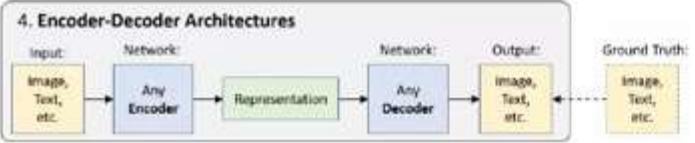
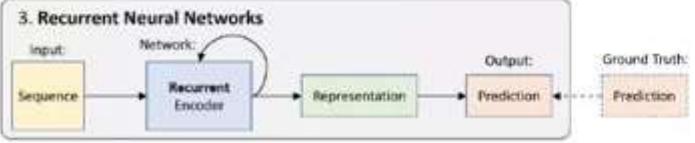
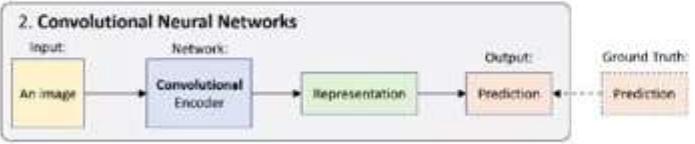
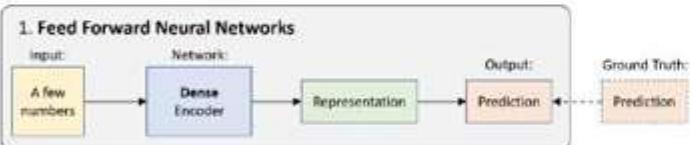
Deep Learning (DL~2006)



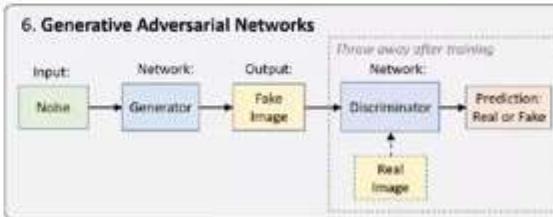
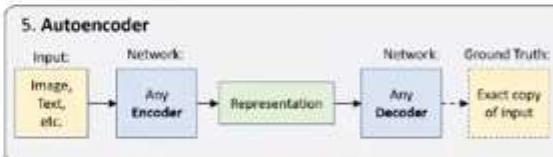
Deep Learning



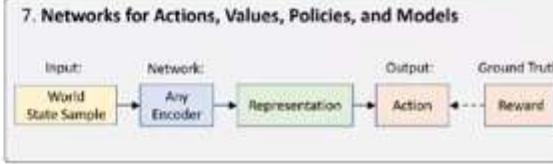
Supervised Learning



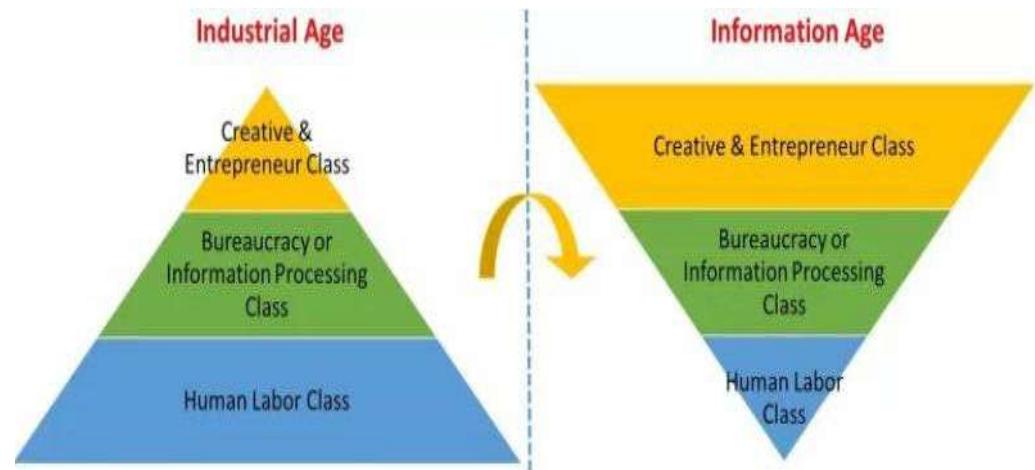
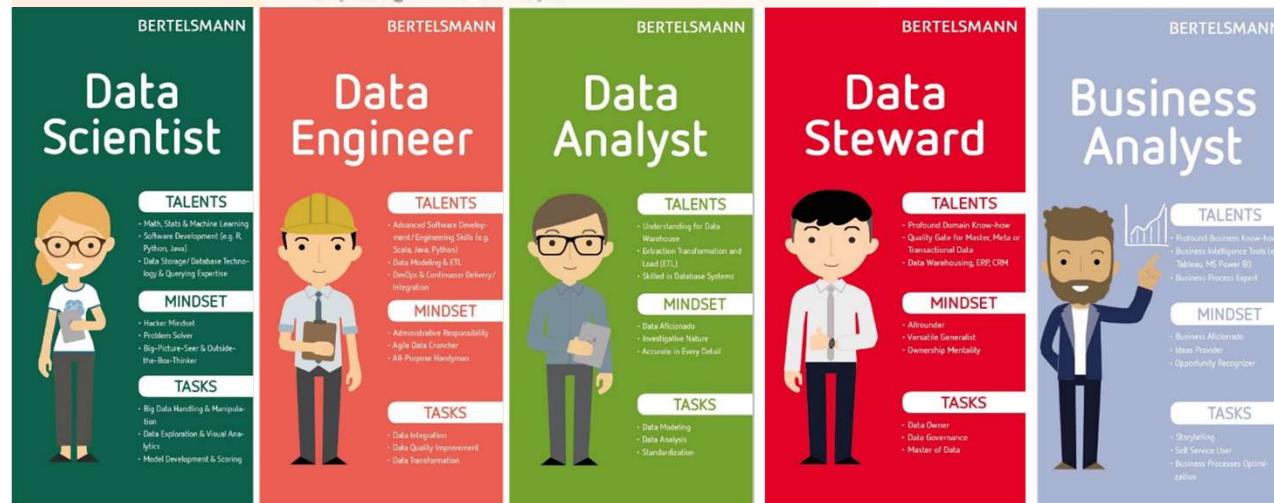
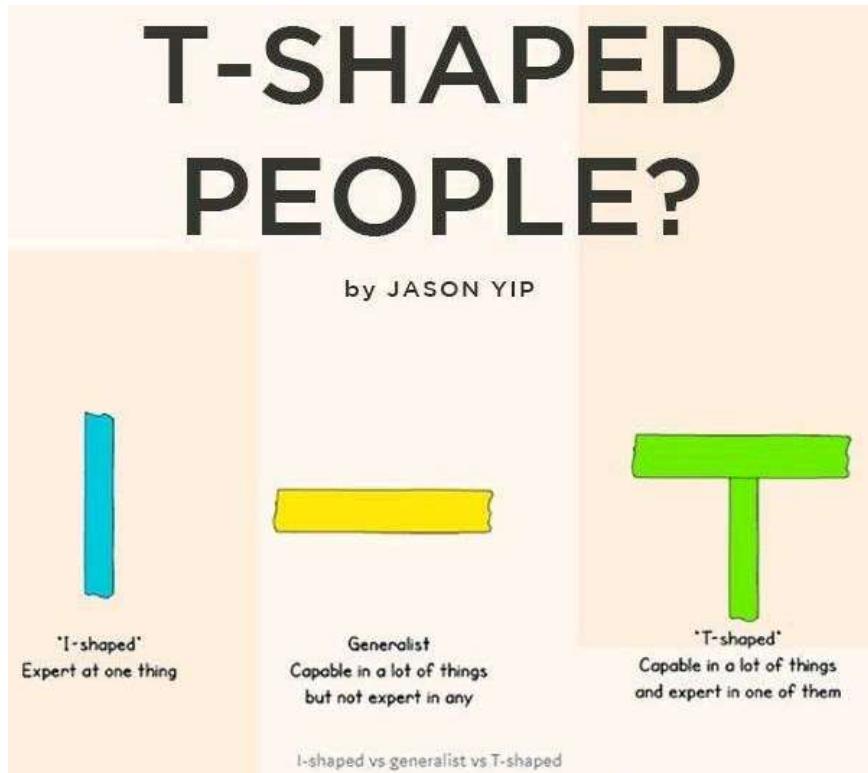
Unsupervised Learning



Reinforcement Learning

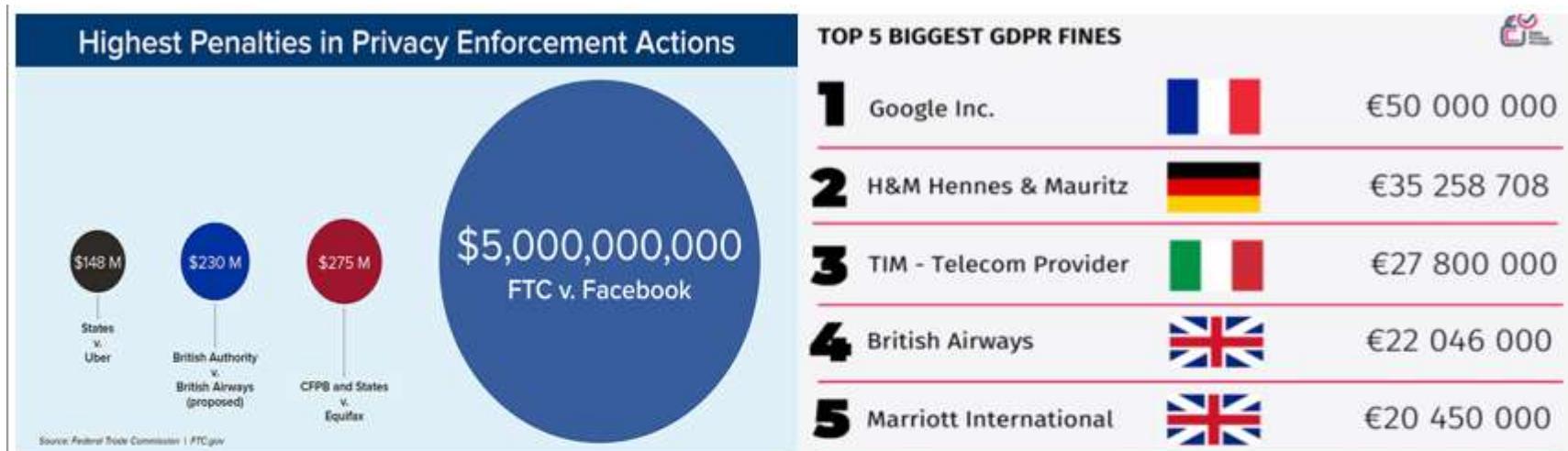


SDM: Kebutuhan Data Profesional



Sumber Data (Digital) & Regulasi

- **Media Sosial:** twitter, youtube, flickr.
- **Marketplace:** Shopee
- **Websites***
- **Dokumen :** pdf, word, ppt, png, jpg, etc.



- ❖ Government Regulation No 11 Year 2008 about Information & Electronic Transactions
- ❖ Government Regulation No 14 Year 2008 about Public Disclosure.
- ❖ Government Regulation No 7 Year 1992 about banking, and
- ❖ Government Regulation No 8 Year 1999 about consumer rights.
- ❖ And so on. • **Dalam Kontek Riset? → ToS & Robots.txt**

Experience: Smart Village AI -01

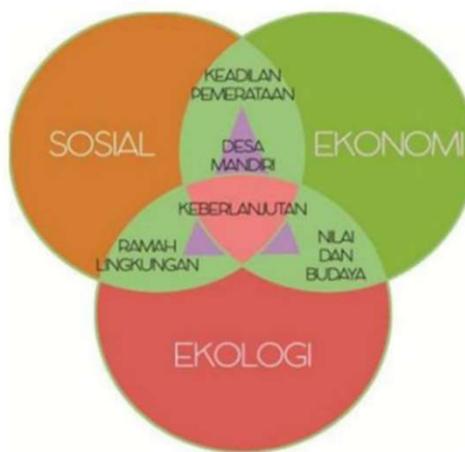


<https://desa.lokadata.id/artikel/membangunkan-desa-tidur>



Sumber: Kementerian Desa, Transmigrasi dan Pembangunan Daerah Tertinggal. Data per 8 Juli 2020 (diolah). lokadata

Indeks Desa Membangun



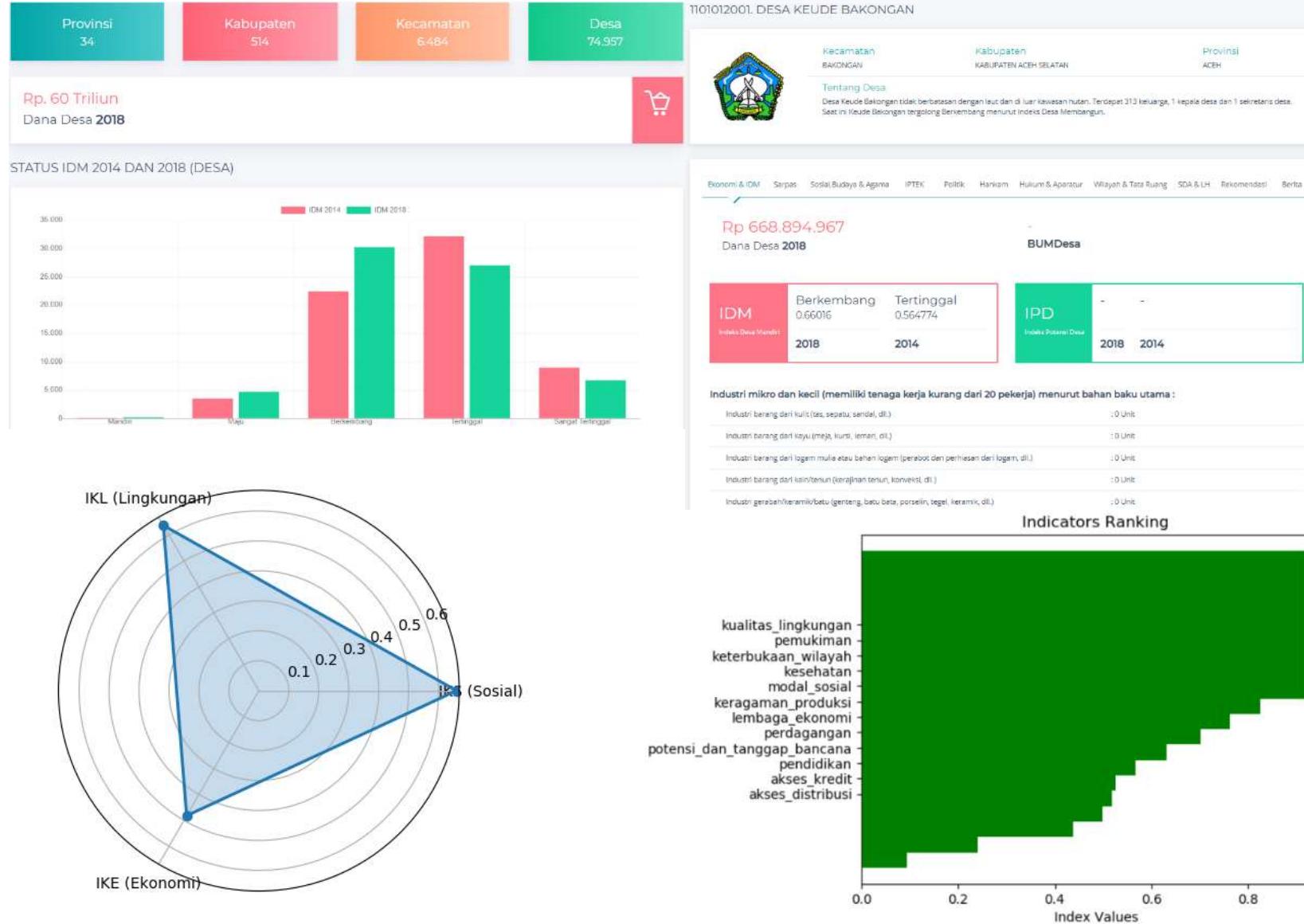
Kebutuhan dasar desa dari segi kewilayahannya

No	Dimensi	Variabel
1	Sosial	1 Pelayanan Kesehatan
		2 Keberdayaan Masyarakat
		3 Kesehatan
		4 Jaminan Kesehatan
2	Permukiman	5 Akses Pendidikan dasar dan menengah
		6 Akses ke Pengetahuan
		7 Memiliki Solidaritas Sosial
		8 Toleransi
3	Ketahanan Ekonomi	9 Rasa Aman Penduduk
		10 Kesejahteraan Sosial
		11 Akses ke Air Bersih & Air Minum Layak
		12 Akses ke Sanitasi
4	Ekologi	13 Akses ke Listrik
		14 Akses TIK
		15 Keragaman Produksi Masyarakat
		16 Tersedia Pusat Pelayanan Perdagangan
5	Keterbukaan Wilayah	17 Akses Distribusi/Logistik
		18 Akses ke Lembaga Kredit Keuangan
		19 Lembaga Ekonomi
		20 Keterbukaan Wilayah
6	Kualitas Lingkungan	21 Kualitas Lingkungan
		22 Potensi/Rawan Bencana Alam

<https://slideplayer.info/slide/11857290/>

Experience: Smart Village AI-01

“Recommendation model”

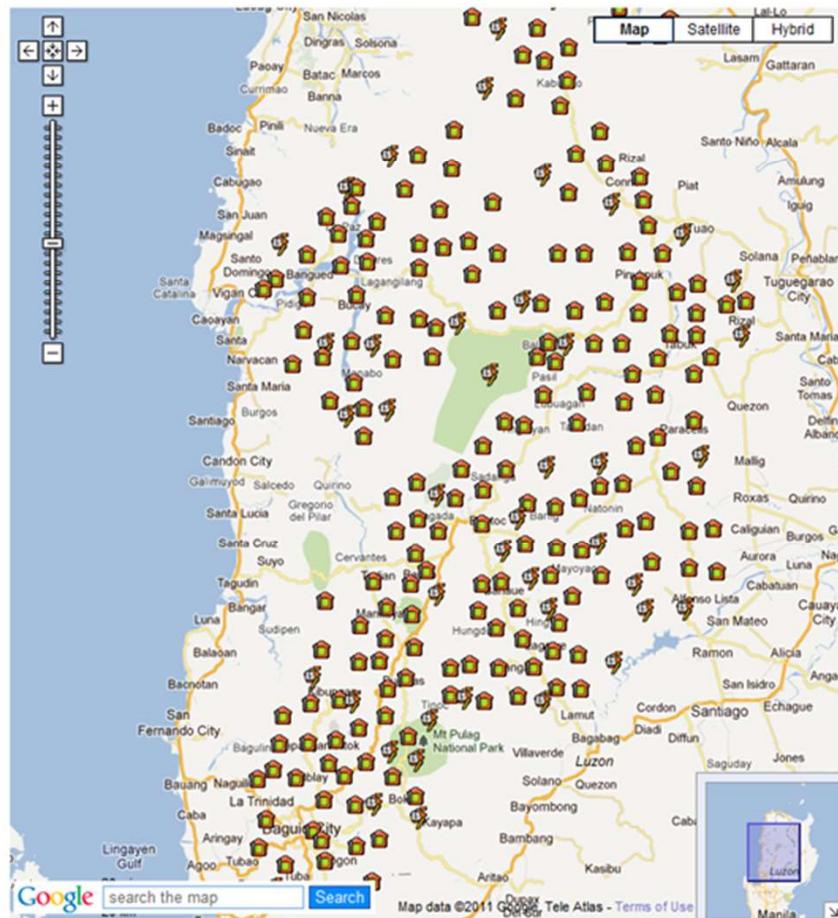


Experience: Smart Village AI-02

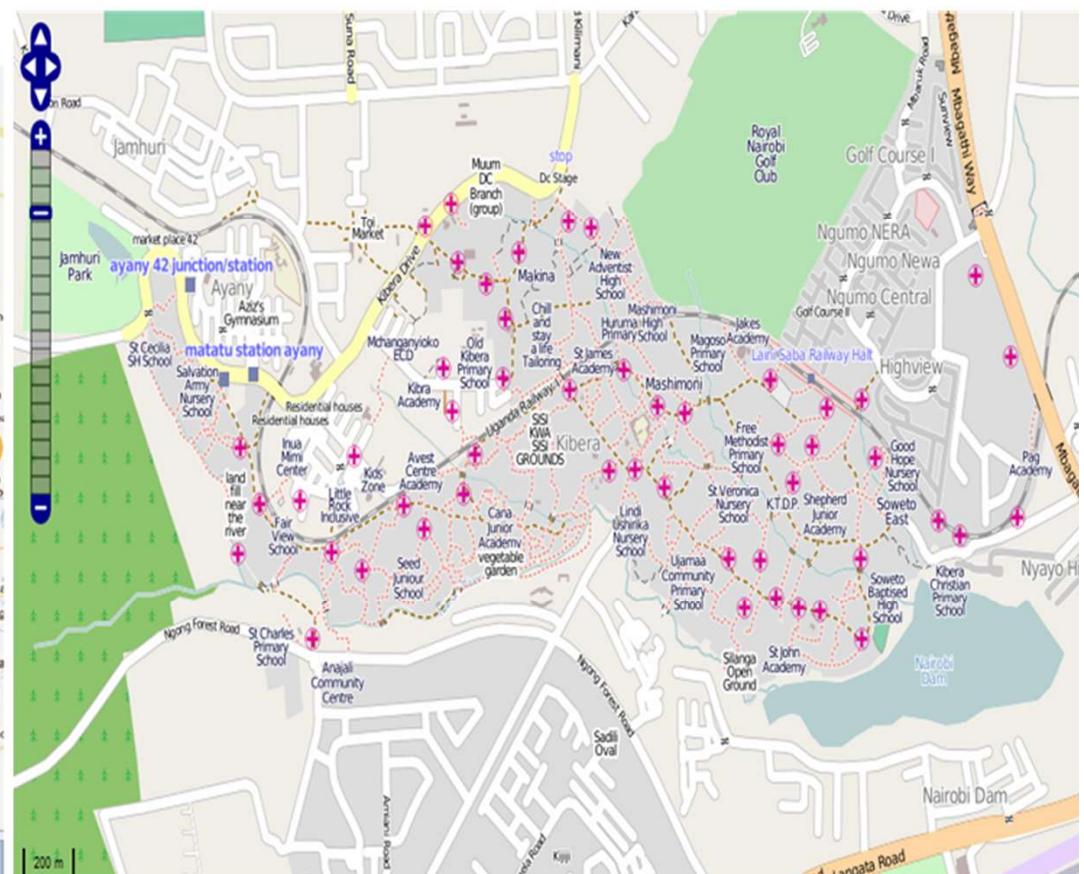
“Linked Edu”



Map of Elementary school and Highschool in the Philippines

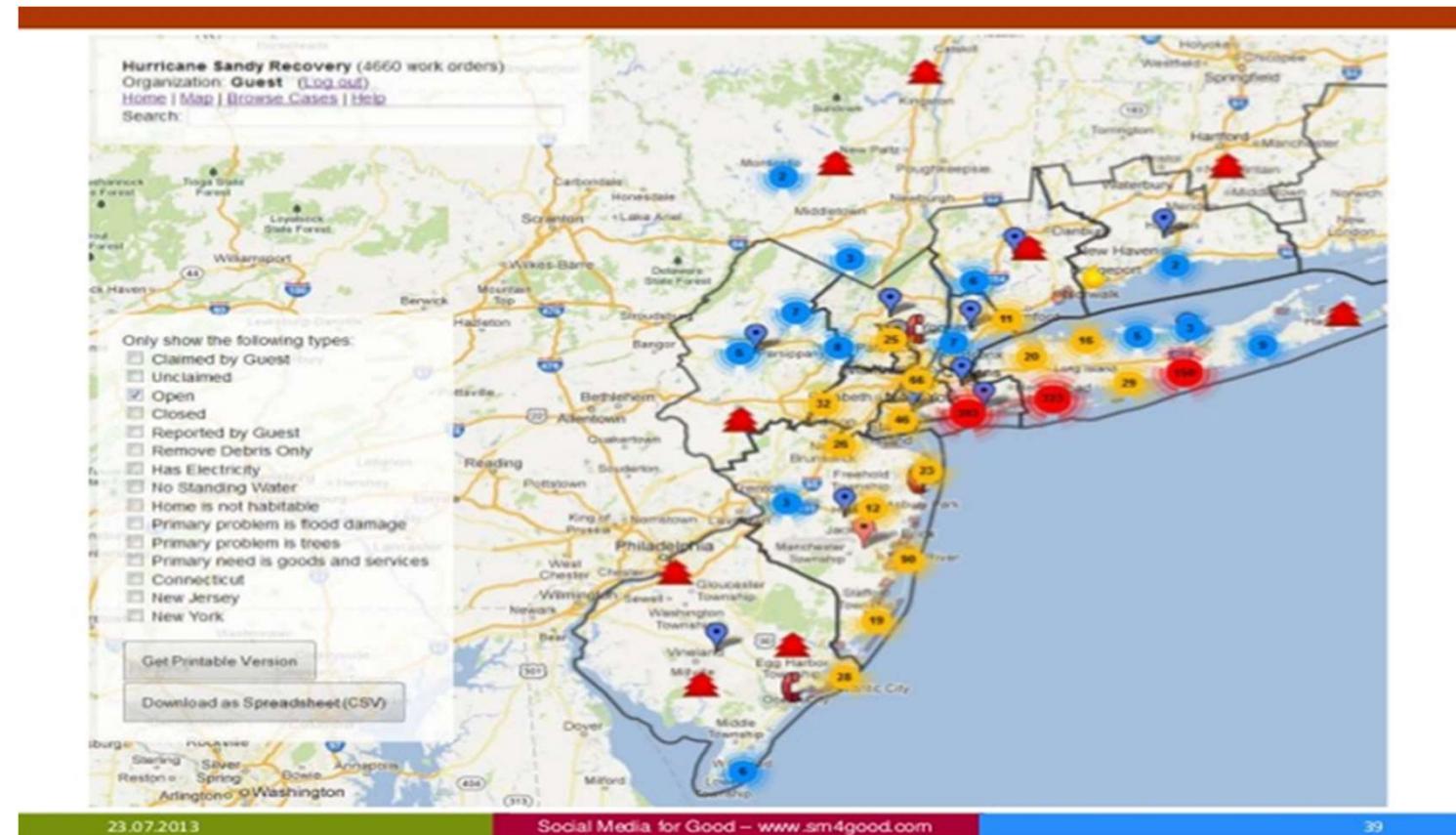


With OpenStreetMaps



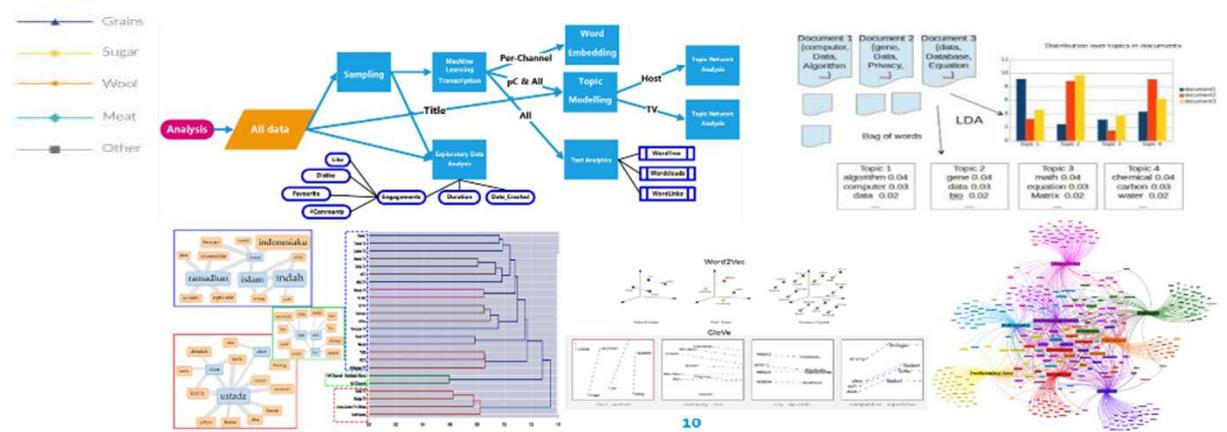
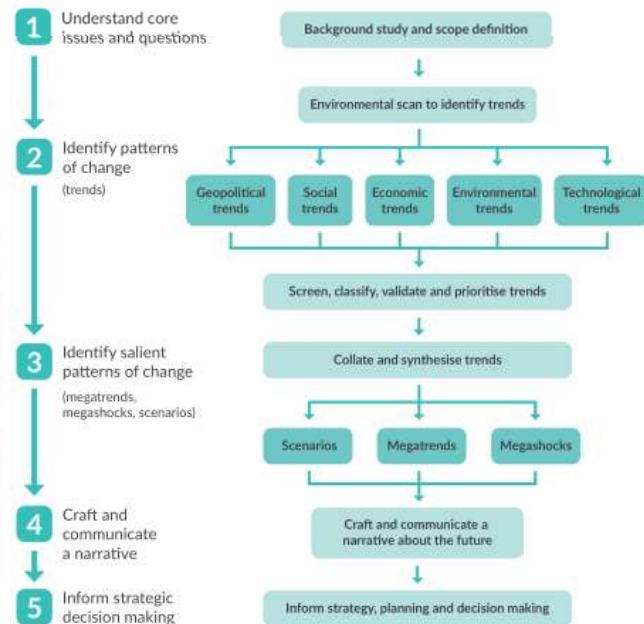
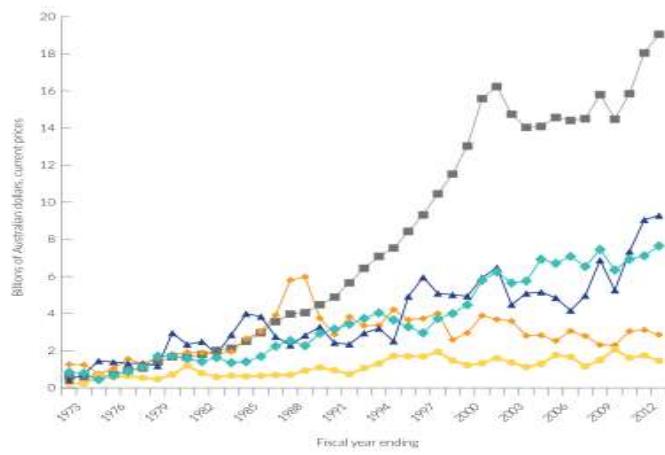
Experience: Smart Village AI-03

“Penanganan Bencana Alam”



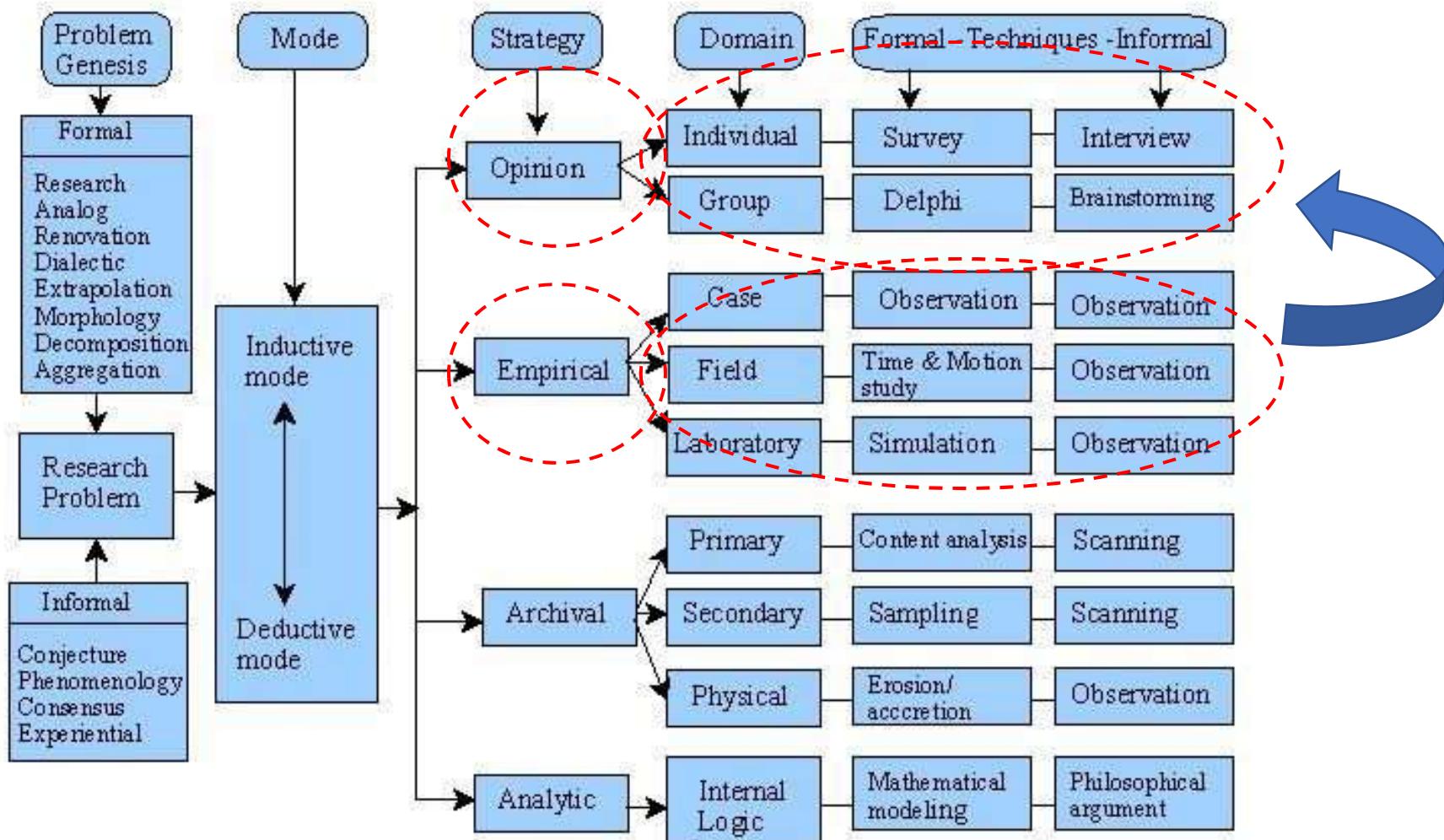
Experience: Smart Village AI-04

Profiling via Social Media



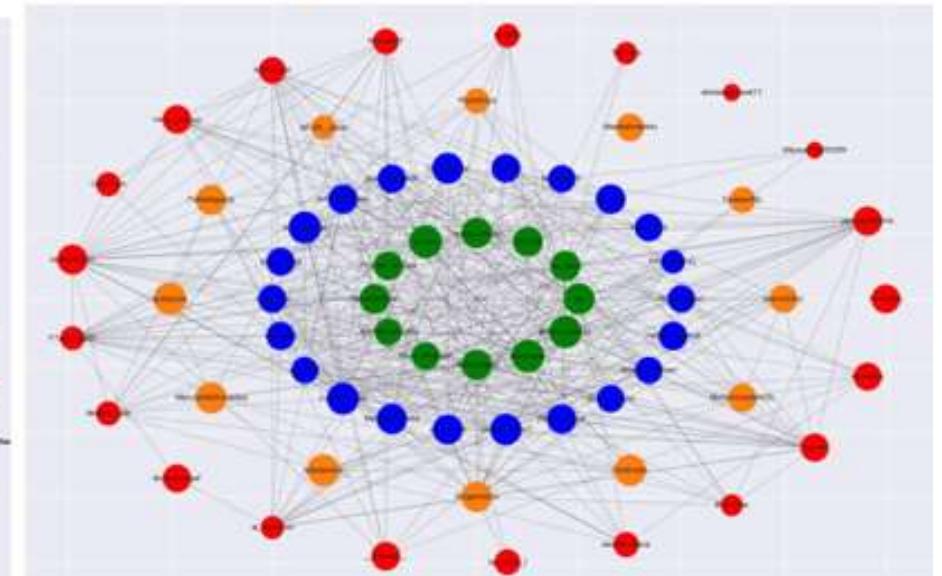
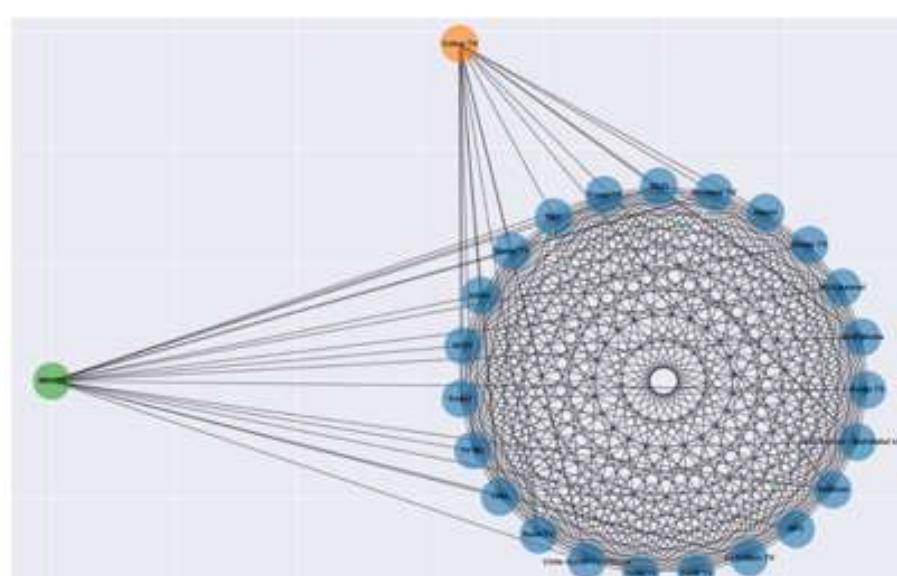
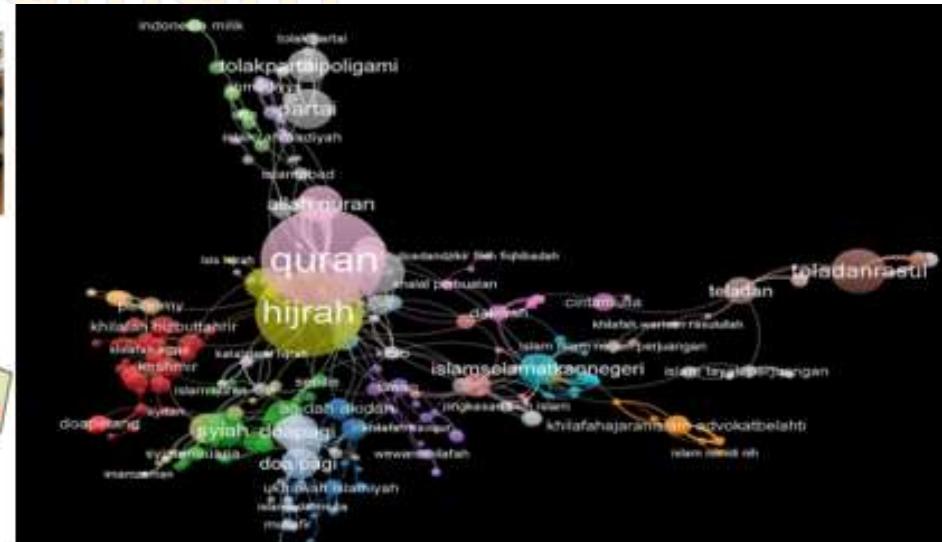
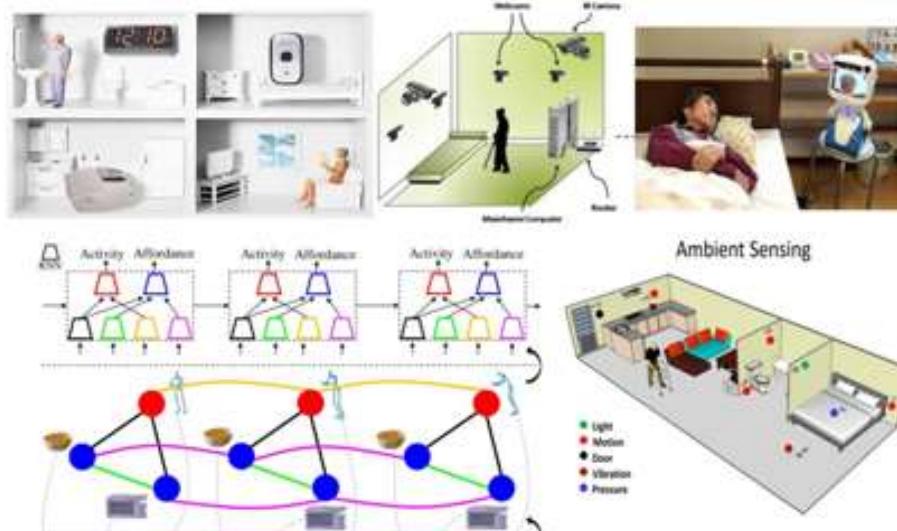
Riset di Data Science (Terapan)

A Framework for Research Methodology*

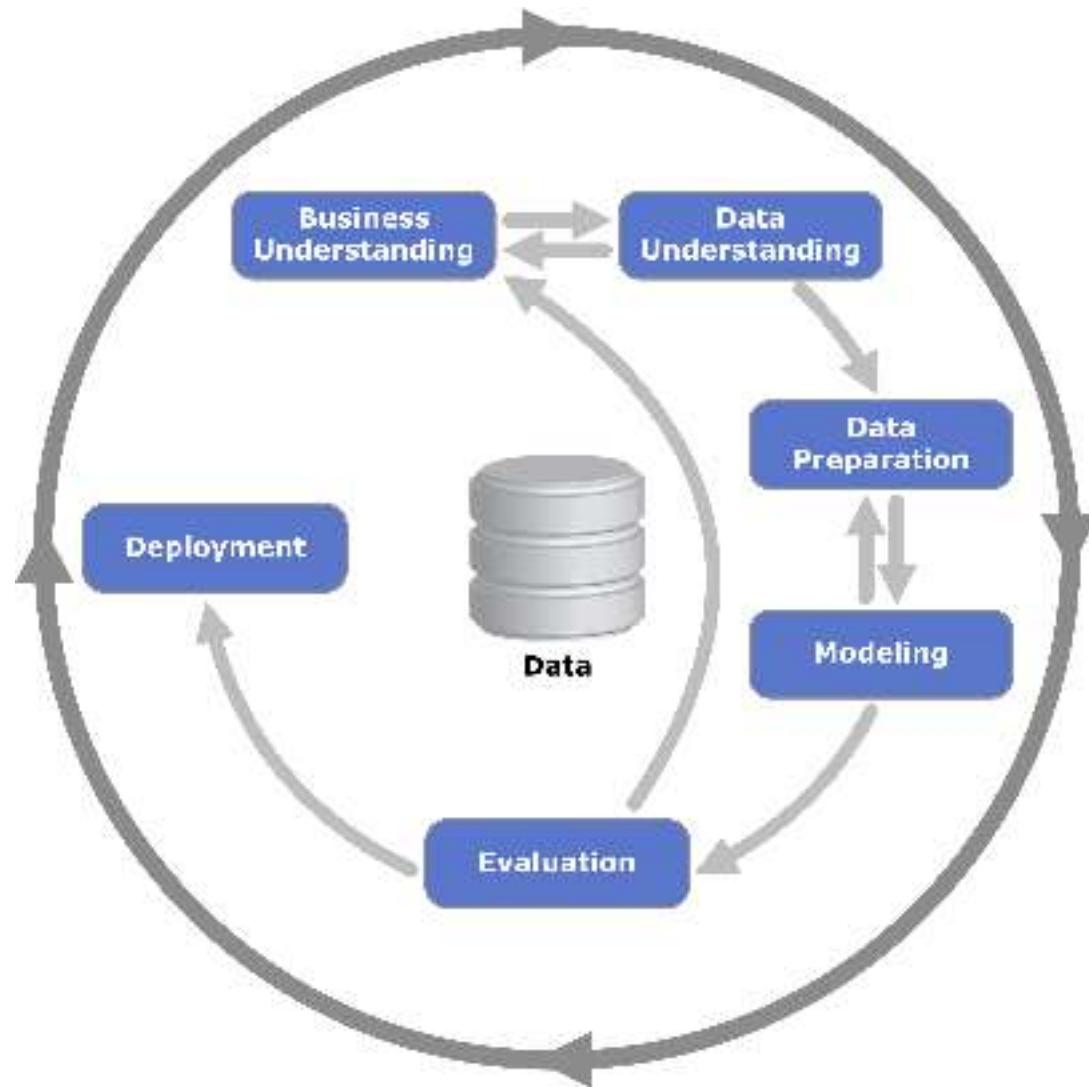


* Adapted from Buckley, Buckley & Chiang Exhibit 1, p. 15.

Gaps Riset dari Industri (Sharing Pengalaman)



Data Science Cycle? Ini **bukan** Cycle Data Science, kenapa?



Rekomendasi:

- Tidak akan pernah ada “**perfect roadmap**”
- Roadmap akan terus di **revisi** setiap tahunnya.
- Roadmap awal ditentukan oleh profil keahlian setiap **group riset**.
- **Kolaborasi** sangat membantu (antar Jurusan,fakultas, universitas, atau Lembaga).
- Membentuk **Team yang heterogen** sangat penting.
- **Legal & Ethics** terkait data jangan sampai terlupa.
- Jangan sampai **Pemrograman/Teori Data Science** menjadi penghambat. Di Sosial Humaniora ini **bukanlah Signifikansi atau Novelty** risetnya.



RoadMap Strategi?

Pertimbangan:

- Di Universitas setiap tahun biasanya diminta “output”.
- Riset selama 5 tahun ke depan bersifat progresif.

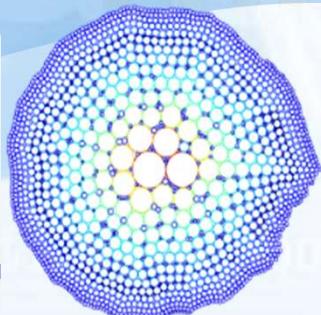
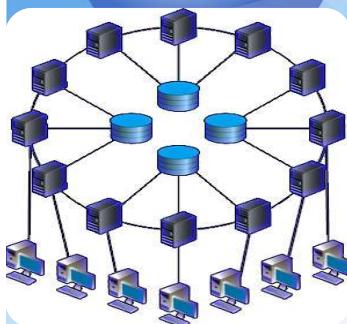


Forum Group Discussion: Roadmap Riset & Abdimas

Webminar: Jum'at, 24 September 2021

Sekian,

Terima Kasih



Taufik Sutanto

<https://tau-data.id> ~ taufik@tau-data.id