**Enhancing Literacy and Encounter through Digital Multiculturalism**

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**Abstract**

In the Indonesian context, multiculturalism is one of the basic values ​​forming the nation-state. However, we are recently living at a time when intolerant groups use cyberspace to create ideological tension. This is particularly the case among intercultural identities that differ primarily in terms of religion and/or other sociocultural factors.

This phenomenon should be responded through adequate attention and treatment in Indonesia, which has had so many traumatic tragedies with regard to multicultural conflicts, ethnic conflicts, and the like. For example, from 1952 to 2000 in West Kalimantan, conflict between different ethnicities has occurred at least 12 times. It is necessary to develop digital multiculturalism that can primarily be taught through the main agents of multicultural education in formal education, namely the Citizenship Education teachers. Intervention is required to establish a sort of "counter-propaganda" over the tensions between cultural identities those accidentally triggered by certain groups through cyberspace. The optimization of the teacher's role is very relevant due to their mandate to deliver multicultural education at least in the form of content integration.

Therefore, Mudig.id was developed to deal with several multicultural issues. Two main agenda are fostered by the web-based initiative, namely literacy and encounter. The application which is located at [mudig.id](http://www.mudig.id) provides features to enhance the multicultural literacy, i.e. several catchy articles and columns, as well as encounters, e.g. chats, forums, and counselling.

**Keywords**: *Mudig.id, digital multiculturalism, citizenship education, teacher*