Data Article

Confirmatory factor analysis of celebrity worship, digital literacy, and nostalgia: Dataset of Indonesians

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\textbf{A R T I C L E  H I S T O R Y}

Received 28 August 2020
Revised 12 October 2020
Accepted 13 October 2020
Available online 17 October 2020

\textbf{K e y w o r d s:}
Celebrity
Psychology
Digital literacy
Factor analysis
Nostalgic emotion
Construct validity
Indonesia

\textbf{A B S T R A C T}

This dataset is a measurement of Celebrity Worship (CWS), Digital Literacy (DL), and Nostalgia (NA). The participants were (1) For CWS, $N = 3,223$ people (181 males, 3042 females; $M_{\text{age}} = 19.64$ years old; $SD_{\text{age}} = 3.13$ years), (2) For DL, $N = 482$ people (225 males, 257 females; $M_{\text{age}} = 25.16$ years old; $SD_{\text{age}} = 8.54$ years), (3) For NA, $N = 658$ people (140 males, 518 females; $M_{\text{age}} = 21.26$ years old; $SD_{\text{age}} = 1.93$ years). The data was obtained using a survey via Google Forms in June 2018 and April–July 2020 in Indonesia. The analysis techniques were confirmatory factor analyses/CFA using LISREL and test of differences using JASP. The data could be used by the Indonesian Ministry of Communication and Informatics (KEMENKOMINFO), Indonesian Ministry of Education and Culture (KEMENDIKbud), Indonesian Ministry of Youth and Sports (KEMENPORA), as well as social marketers to map the three constructs in Indonesian youth and to prevent the adverse effects and impacts of celebrity worship.
Specifications Table

| Specification                  | Details                                                                 |
|--------------------------------|-------------------------------------------------------------------------|
| Subject                        | Psychometrics                                                           |
| Specific subject area          | Quantitative Psychology                                                 |
| Type of data                   | Tables                                                                  |
| How data were acquired         | The survey method was conducted with the help of an online Indonesian-language questionnaire measuring three variables, i.e. (1) Celebrity Worship/CWS, (2) Digital Literacy/DL, and (3) Nostalgia/NA. The questionnaire in English and Indonesian language is provided as a supplementary file. |
| Data format                    | Raw                                                                    |
| Analyzed                       |                                                                        |
| Parameters for data collection | Informed consents were obtained from the participants, which explained that each questionnaire requires around 10 min to complete and that they have the right to refuse to participate in this study. |
| Description of data collection | The data was collected via Google Forms in June 2018 and April–June 2020. |
| Data source location           | Primary location: Provinces inside Java Island, Indonesia. Secondary location: Provinces outside Java Island, Indonesia. |
| Data accessibility             | Data is with the article.                                              |

Value of the Data

- This dataset contributes to celebrity worship mapping in Indonesia, so that certain government bodies, non-governmental organizations (NGOs), and companies that have CSR (corporate social responsibility) funds for the development of Indonesian youth can use it for educational campaigns (e.g. notices or information sheets), to prevent detrimental outcomes from extreme celebrity worship, such as physical, psychological, economic, and social losses, including losses of lives through suicide.
- The presented dataset can be used as the guiding material to develop educational modules, training, algorithms, public service announcements, social movements, and other intervention programs on digital literacy for society as well as the government’s leading sector of information and communication, i.e. the Indonesian Ministry of Communication and Informatics (KEMENKOMINFO). This dataset is socially significant in a period of worldwide uncontrolled information. By considering this dataset carefully, Indonesian youth can be empowered to find, evaluate, and responsibly use reliable/credible information, and to also practice basic of internet safety.
- Open data on nostalgia can become an important socioemotional capital for Indonesian people and has the potential, for further insights and development of experiments, to be correlated with other psychological variables that are harmful in individual and social life by positioning nostalgia as a buffer. For laypeople, the dataset on nostalgia can function as a reflection to not be trapped in reminiscing the past, and to use it as a positive coping mechanism in managing actual adversity.

1. Data Description

Confirmatory factor analyses (CFA) were done on three variables, i.e. Celebrity Worship (CWS), Digital Literacy (DL), and Nostalgia (NA). A few studies indicated that CWS is negatively
correlated with DL [1], and NA is positively correlated with CWS [2]. However, this study does not aim to test the relationship between the variables, but rather to provide confirmatory factor analysis for each variable.

Factors of Celebrity Worship (CWS) are Entertainment-social (ES), Intense-personal (IP), and Borderline-pathological (BP) [3]. Factors of Digital Literacy (DL) are: to effectively search and find the necessary information (SF); to protect oneself from malicious and redundant content (PC); to verify and critically evaluate information using alternative sources of information (VI); to adequately perceive information and effectively use it (PU); to effectively and correctly disseminate

### Table 1

**Goodness of fit statistics.**

| Variable         | Chi-square | RMSEA | 90% CI for RMSEA (Lower; Upper) | SRMR | CFI | AGFI |
|------------------|------------|-------|---------------------------------|------|-----|------|
| Celebrity Worship| \(\chi^2(289, N = 3223) = 5176.04, p = 0.00\) | 0.07  | 0.071; 0.074                    | 0.07 | 0.97| 0.87 |
| Digital Literacy | \(\chi^2(721, N = 482) = 3223.27, p = 0.00\) | 0.07  | 0.069; 0.075                    | 0.01 | 0.93| 0.76 |
| Nostalgia        | \(\chi^2(94, N = 658) = 243.52, p = 0.00\) | 0.05  | 0.042; 0.057                    | 0.03 | 0.99| 0.94 |

Note. Good fit criteria: RMSEA \((0.08; \text{SRMR} < 0.08; \text{CFI}) > 0.90; \text{AGFI} > 0.90 \text{[6]}; any three of these criteria were met.

### Table 2

**Correlation Matrix between dimensions of Celebrity Worship (CWS).**

| Dimension | ES      | IP      | BP      |
|-----------|---------|---------|---------|
| **ES**    | 1       |         |         |
| **IP**    | 0.80    | 1       |         |
| **SE**    | 0.01    | 93.89   |         |
| **t**     | 0.40    | 0.76    | 1       |
| **SE**    | 0.02    | 0.01    |         |
| **t**     | 21.38   | 62.03   |         |

Note. t > |1.96| = p < 0.05 (CFA Output from LISREL 8.80). ES = Entertainment-social; IP = Intense-personal; BP = Borderline-pathological.

### Table 3

**Correlation Matrix between dimensions of Digital Literacy (DL).**

| Dimension | SF     | PC  | VI  | PU  | CD  | SS  |
|-----------|--------|-----|-----|-----|-----|-----|
| **SF**    | 1      |     |     |     |     |     |
| **PC**    | 0.92   | 1   |     |     |     |     |
| **SE**    | 0.07   |     |     |     |     |     |
| **t**     | 13.52  |     |     |     |     |     |
| **VI**    | 1.04   | 1.08| 1   |     |     |     |
| **SE**    | 0.13   | 0.10|     |     |     |     |
| **t**     | 8.12   | 11.10|     |     |     |     |
| **PU**    | 1.07   | 0.96| 1.13| 1   |     |     |
| **SE**    | 0.07   | 0.03| 0.10|     |     |     |
| **t**     | 15.80  | 33.24| 11.39|     |     |     |
| **CD**    | 1.06   | 0.94| 1.02| 1.02| 1   |     |
| **SE**    | 0.07   | 0.03| 0.10| 0.03|     |     |
| **t**     | 15.27  | 29.35| 10.41| 35.56|     |     |
| **SS**    | 1.07   | 0.97| 0.94| 0.98| 0.98| 1   |
| **SE**    | 0.06   | 0.02| 0.09| 0.02| 0.03|     |
| **t**     | 16.77  | 41.48| 10.47| 43.85| 38.38|     |

Note. t > |1.96| = p < 0.05 (CFA Output from LISREL 8.80). SF = To effectively search and find the necessary information; PC = To protect oneself from malicious and redundant content; VI = To verify and critically evaluate information using alternative sources of information; PU = To adequately perceive information and effectively use it; CD = To effectively and correctly disseminate information; SS = Specific skills, ability to use new media, use internet-services and technical devices.
information (CD); and specific skills, ability to use new media, use internet-services and technical devices (SS) [4]. Factors of Nostalgia (NA) are Positive Affect (PA), Self-regard (SR), Social Connectedness (SC), and (4) Meaning in life (ML) [5].

The Goodness of Fit Statistics of each variable are presented in Table 1. The CFA illustrations are included in the Supplementary Materials (standardized and t values presented).

The correlation matrices between dimensions are shown in Table 2 (Celebrity Worship), Table 3 (Digital Literacy), and Table 4 (Nostalgia).

Table 4
Correlation Matrix between dimensions of Nostalgia (NA).

| Dimension | PA | SR | SC | ML |
|-----------|----|----|----|----|
| PA        | 1  |    |    |    |
| SR        | 0.83 | 1  |    |    |
| SE        | 0.02 |    | 1  |    |
| t         | 54.63 | 0.69 | 0.71 | 1  |
| SC        | 0.74 |    | 0.69 | 1  |
| SE        | 0.02 |    | 0.02 |    |
| t         | 34.56 | 28.44 | 28.00 | 34.44 |
| ML        | 0.68 | 0.73 | 0.71 | 0.73 |
| SE        | 0.02 | 0.02 | 0.02 | 0.02 |
| t         | 28.00 | 34.44 | 34.44 | 30.73 |

Note. t > |1.96| = p < 0.05 (CFA Output from LISREL 8.80). PA = Positive affect; SR = Self-regard; SC = Social connectedness; ML = Meaning in life.

Table 5
Covariance Matrix of Celebrity Worship (CWS).

| Item | ES1 | ES2 | ES3 | ES4 | ES5 | ES6 | ES7 | IP1 | IP2 | IP3 |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| ES1  | 0.87 |     |     |     |     |     |     |     |     |     |
| ES2  | 0.55 | 0.89|     |     |     |     |     |     |     |     |
| ES3  | 0.68 | 0.58| 0.84|     |     |     |     |     |     |     |
| ES4  | 0.56 | 0.64| 0.60| 0.83|     |     |     |     |     |     |
| ES5  | 0.52 | 0.64| 0.55| 0.66| 0.97|     |     |     |     |     |
| ES6  | 0.58 | 0.59| 0.59| 0.61| 0.64| 0.94|     |     |     |     |
| ES7  | 0.56 | 0.58| 0.59| 0.57| 0.61| 0.64| 1.04|     |     |     |
| IP1  | 0.29 | 0.35| 0.30| 0.32| 0.36| 0.35| 0.34| 1.05|     |     |
| IP2  | 0.51 | 0.57| 0.55| 0.60| 0.55| 0.52| 0.53| 0.39| 1.18|     |
| IP3  | 0.32 | 0.40| 0.35| 0.39| 0.39| 0.39| 0.38| 0.43| 0.47| 1.16|

Note. ES = Entertainment-social; IP = Intense-personal.

Table 6
Covariance Matrix of Digital Literacy (DL).

| Item | SF1 | SF2 | SF3 | PC1 | PC2 | PC3 | PC4 | PC5 | PC6 | PC7 |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| SF1  | 0.06|     |     |     |     |     |     |     |     |     |
| SF2  | 0.01| 0.11|     |     |     |     |     |     |     |     |
| SF3  | 0.01| 0.02| 0.08|     |     |     |     |     |     |     |
| PC1  | 0.01| 0.01| 0.02| 0.07|     |     |     |     |     |     |
| PC2  | 0.02| 0.01| 0.01| 0.02| 0.23|     |     |     |     |     |
| PC3  | 0.01| 0.02| 0.04| 0.01| 0.08| 0.22|     |     |     |     |
| PC4  | 0.02| 0.03| 0.03| 0.01| 0.02| 0.03| 0.12|     |     |     |
| PC5  | 0.00| 0.03| 0.02| 0.00| 0.03| 0.04| 0.04| 0.19|     |     |
| PC6  | 0.02| 0.03| 0.02| 0.01| 0.01| 0.02| 0.03| 0.04| 0.08|     |
| PC7  | 0.01| 0.03| 0.03| 0.02| 0.03| 0.06| 0.03| 0.06| 0.03| 0.17|

Note. SF = To effectively search and find the necessary information; PC = To protect oneself from malicious and redundant content.
The covariance matrices of the latent variables are shown in the Supplementary Materials, and examples of the matrices can be found in Table 5 (Celebrity Worship), Table 6 (Digital Literacy), and Table 7 (Nostalgia). The covariance matrix allows data validation and extension by other data miners and interpreters, and gives a chance for other possible elucidations to be examined subsequently [7].

The correlations between age, all predictors, and criterion variables are shown in Table 8. The test of differences based on domicile is presented in Table 9, and descriptive statistics of the variables based on domicile is presented in Table 10. It is shown that age correlates positively with Celebrity Worship (as a total score) and all its dimensions, but correlates negatively (although low) with Digital Literacy (as a total score). In terms of CWS and two of its dimensions (ES/Entertainment-social, IP/Intense-personal), it is shown that samples outside Java scored

### Table 7
Covariance Matrix of Nostalgia (NA).

| Item | PA1 | PA2 | PA3 | PA4 | SR1 | SR2 | SR3 | SR4 | SC1 | SC2 |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| PA1  | 1.38|     |     |     |     |     |     |     |     |     |
| PA2  | 1.19| 1.65|     |     |     |     |     |     |     |     |
| PA3  | 1.12| 1.41| 1.74|     |     |     |     |     |     |     |
| PA4  | 1.06| 1.38| 1.37| 1.89|     |     |     |     |     |     |
| SR1  | 0.75| 0.97| 1.07| 1.07| 1.56|     |     |     |     |     |
| SR2  | 0.85| 1.06| 1.14| 1.10| 1.20| 1.54|     |     |     |     |
| SR3  | 0.82| 1.02| 1.08| 1.10| 1.16| 1.47|     |     |     |     |
| SR4  | 0.82| 1.07| 1.12| 1.17| 1.26| 1.66|     |     |     |     |
| SC1  | 0.76| 0.98| 0.89| 0.76| 0.79| 0.85| 0.92| 1.67|     |     |
| SC2  | 0.84| 1.05| 0.95| 1.02| 0.79| 0.82| 0.81| 0.92| 1.45| 1.83|

Note. PA = Positive affect; SR = Self-regard; SC = Social connectedness.

### Table 8
Pearson correlations (r) between age and the variables.

| Variable   | Standardized Cronbach’s α | Average interitem correlation | M    | SD   | Correlation (r) with Age | p     | 95% CI for r (Lower; Upper) | n_{item} | N   |
|------------|---------------------------|-----------------------------|------|------|-------------------------|-------|-----------------------------|---------|-----|
| CWS_Total  | 0.93                      | 0.35                        | 2.81 | 0.82 | 0.27                    | <0.001| 0.24; 0.30                  | 26      | 3223|
| CWS_ES     | 0.92                      | 0.66                        | 3.75 | 0.21 | 0.32                    | <0.001| 0.29; 0.35                  | 7       | 3223|
| CWS_IP     | 0.89                      | 0.39                        | 2.76 | 0.53 | 0.25                    | <0.001| 0.22; 0.28                  | 13      | 3223|
| CWS_BP     | 0.77                      | 0.35                        | 1.82 | 0.46 | 0.07                    | <0.001| 0.04; 0.11                  | 6       | 3223|
| DL_Total   | 0.92                      | 0.22                        | 0.83 | 0.10 | −0.17                   | <0.001| −0.25; −0.08                | 40      | 482 |
| DL_SF      | 0.39                      | 0.18                        | N/R  | N/R  | N/R                     | N/R   | N/R                         | 3       | 482 |
| DL_PC      | 0.70                      | 0.21                        | N/R  | N/R  | N/R                     | N/R   | N/R                         | 9       | 482 |
| DL_VI      | 0.33                      | 0.14                        | N/R  | N/R  | N/R                     | N/R   | N/R                         | 3       | 482 |
| DL_PU      | 0.71                      | 0.21                        | N/R  | N/R  | N/R                     | N/R   | N/R                         | 9       | 482 |
| DL_CD      | 0.66                      | 0.28                        | N/R  | N/R  | N/R                     | N/R   | N/R                         | 5       | 482 |
| DL_SS      | 0.80                      | 0.27                        | N/R  | N/R  | N/R                     | N/R   | N/R                         | 11      | 482 |
| NA_Total   | 0.96                      | 0.60                        | 4.90 | 0.21 | −0.02                   | 0.62  | −0.10; 0.06                 | 16      | 658 |
| NA_PA      | 0.93                      | 0.76                        | 4.88 | 0.25 | −0.01                   | 0.80  | −0.09; 0.07                 | 4       | 658 |
| NA_SR      | 0.93                      | 0.76                        | 4.84 | 0.06 | −0.01                   | 0.78  | −0.09; 0.07                 | 4       | 658 |
| NA_SC      | 0.91                      | 0.72                        | 4.74 | 0.18 | −0.01                   | 0.73  | −0.09; 0.06                 | 4       | 658 |
| NA_ML      | 0.94                      | 0.81                        | 5.15 | 0.05 | −0.03                   | 0.39  | −0.11; 0.04                 | 4       | 658 |

Note. N/R = not relevant because of nominal variable (Output from JASP for Windows ver. 0.11.1). * Cronbach’s α < 0.70 (low internal consistency). CWS = Celebrity Worship; DL = Digital Literacy; NA = Nostalgia; ES = Entertainment-social; IP = Intense-personal; BP = Borderline-pathological; SF = To effectively search and find the necessary information; PC = To protect oneself from malicious and redundant content; VI = To verify and critically evaluate information using alternative sources of information; PU = To adequately perceive information and effectively use it; CD = To effectively and correctly disseminate information; SS = Specific skills, ability to use new media, use internet-services and technical devices; PA = Positive affect; SR = Self-regard; SC = Social connectedness; ML = Meaning in life.
Table 9
Independent sample t-tests based on domicile.

| Variable   | t     | df    | p   | MD    | SE Difference | 95% CI for MD |
|------------|-------|-------|-----|-------|---------------|---------------|
| CWS_ES     | 3.35  | 3221  | <.001 | −0.79 | 0.24          | −1.26, −0.33  |
| CWS_IP     | 3.52  | 3221  | <.001 | −1.38 | 0.39          | −2.15, −0.61  |
| CWS_BP     | 1.21  | 3221  | 0.23* | −0.19 | 0.16          | −0.50, 0.12   |
| CWS_Total  | 3.48  | 3221  | <.001 | −2.36 | 0.68          | −3.70, −1.03  |
| DL_SF      | 0.85  | 480   | 0.40 | 0.05  | 0.05          | −0.06, 0.15   |
| DL_PC      | −0.24 | 480   | 0.04 | −0.36 | 0.18          | −0.71, −0.01  |
| DL_VI      | −0.43 | 480   | 0.67 | −0.03 | 0.06          | −0.15, 0.10   |
| DL_PU      | 2.02  | 480   | 0.04 | −0.34 | 0.17          | −0.67, −0.01  |
| DL_CD      | −0.34 | 480   | 0.74 | −0.03 | 0.10          | −0.24, 0.17   |
| DL_SS      | 0.29  | 480   | 0.77 | 0.05  | 0.18          | −0.31, 0.41   |
| DL_Total   | −1.06 | 480   | 0.29 | −0.67 | 0.63          | −1.89, 0.56   |

Note. MD = Mean Difference. SE = Standard Error. a Levene’s test is significant (p < 0.05), suggesting a violation of the equal variance assumption (Output from JASP for Windows ver. 0.11.1). CWS = Celebrity Worship; DL = Digital Literacy; NA = Nostalgia; ES = Entertainment-social; IP = Intense-personal; BP = Borderline-pathological; SF = To effectively search and find the necessary information; PC = To protect oneself from malicious and redundant content; VI = To verify and critically evaluate information using alternative sources of information; PU = To adequately perceive information and effectively use it; CD = To effectively and correctly disseminate information; SS = Specific skills, ability to use new media, use internet-services and technical devices; PA = Positive affect; SR = Self-regard; SC = Social connectedness; ML = Meaning in life.

Table 10
Descriptive statistics based on domicile.

| Variable   | Domicile         | N    | M    | SD   | SE   |
|------------|------------------|------|------|------|------|
| CWS_Total  | Java Island      | 2502 | 72.47| 15.85| 0.32 |
|            | Outside Java Island | 721  | 74.84| 16.81| 0.63 |
| CWS_ES     | Java Island      | 2502 | 26.06| 5.58 | 0.11 |
|            | Outside Java Island | 721  | 26.85| 5.69 | 0.21 |
| CWS_IP     | Java Island      | 2502 | 35.57| 9.17 | 0.18 |
|            | Outside Java Island | 721  | 36.95| 9.62 | 0.36 |
| CWS_BP     | Java Island      | 2502 | 10.85| 3.66 | 0.07 |
|            | Outside Java Island | 721  | 11.04| 3.97 | 0.15 |
| DL_Total   | Java Island      | 453  | 33.57| 6.46 | 0.30 |
|            | Outside Java Island | 29   | 30.07| 11.03| 2.05 |
| DL_SF      | Java Island      | 453  | 2.74 | 0.55 | 0.03 |
|            | Outside Java Island | 29   | 2.48 | 0.91 | 0.17 |
| DL_PC      | Java Island      | 453  | 7.14 | 1.90 | 0.09 |
|            | Outside Java Island | 29   | 6.28 | 2.56 | 0.48 |
| DL_VI      | Java Island      | 453  | 2.49 | 0.66 | 0.03 |
|            | Outside Java Island | 29   | 2.31 | 1.00 | 0.19 |
| DL_PU      | Java Island      | 453  | 7.25 | 1.78 | 0.08 |
|            | Outside Java Island | 29   | 6.48 | 2.64 | 0.49 |
| DL_CD      | Java Island      | 453  | 4.31 | 1.08 | 0.05 |
|            | Outside Java Island | 29   | 3.97 | 1.59 | 0.30 |
| DL_SS      | Java Island      | 453  | 9.64 | 1.90 | 0.09 |
|            | Outside Java Island | 29   | 8.55 | 3.12 | 0.58 |

Note. CWS = Celebrity Worship; DL = Digital Literacy; NA = Nostalgia; ES = Entertainment-social; IP = Intense-personal; BP = Borderline-pathological; SF = To effectively search and find the necessary information; PC = To protect oneself from malicious and redundant content; VI = To verify and critically evaluate information using alternative sources of information; PU = To adequately perceive information and effectively use it; CD = To effectively and correctly disseminate information; SS = Specific skills, ability to use new media, use internet-services and technical devices; PA = Positive affect; SR = Self-regard; SC = Social connectedness; ML = Meaning in life.
higher than samples inside Java. Samples inside Java also scored higher than samples outside Java in terms of PC and PU but not Digital Literacy (as a total score).

2. Experimental Design, Materials and Methods

The data came from a psychometric design to assess the construct validity of Celebrity Worship, Digital Literacy, and Nostalgia. The survey methods and purposive sampling techniques were employed. Participant demographics are shown in Table 11, and the completed instruments are shown in Table 12. The data was analyzed with LISREL 8.80 in the form of Confirmatory Factor Analyses (CFA), correlation matrices, and covariance matrices, as well as JASP for Windows ver. 0.11.1. presented as descriptive statistics and tests of differences between domiciles. Confirmatory Factor Analysis is the appropriate method for construct validation by taking into account the relationship between latent factors and observed variables, so that it potentially reduces measurement errors and thus increases statistical accuracy [8].

Table 11
The participants.

| Demography                  | Descriptive Statistics |
|-----------------------------|------------------------|
| Celebrity Worship (CWS)     | N = 3223               |
| Domicile                    |                         |
| Outside Jakarta & Banten    | 897 (27.83%)           |
| Outside Jakarta & Banten (inside Java Island) | 1605 (49.80%) |
| Outside Jakarta & Banten (outside Java Island) | 721 (22.37%) |
| Age                         | M<sub>age</sub> = 19.64 years old; SD<sub>age</sub> = 3.13 years |
| Sex                         | 181 (5.62%) males, 3042 (94.38%) females* |
| Digital Literacy (DL)       | N = 482                |
| Domicile                    |                         |
| Outside Jakarta & Banten    | 338 (70.13%)           |
| Outside Jakarta & Banten (inside Java Island) | 115 (23.85%) |
| Outside Jakarta & Banten (outside Java Island) | 29 (6.02%) |
| Age                         | M<sub>age</sub> = 25.16 years old; SD<sub>age</sub> = 8.54 years |
| Sex                         | 225 (46.68%) males, 257 (53.32%) females |
| Nostalgia (NA)              | N = 658                |
| Domicile                    |                         |
| Outside Jakarta & Banten    | 285 (43.31%)           |
| Outside Jakarta & Banten (inside Java Island) | 373 (56.69%) |
| Outside Jakarta & Banten (outside Java Island) | 0 (0.00%) |
| Age                         | M<sub>age</sub> = 21.26 years old; SD<sub>age</sub> = 1.93 years |
| Sex                         | 140 (21.28%) males, 518 (78.72%) females |

Note. * The imbalance between the number of sexes is due to the majority of participants who were K-Pop Fans [9] are females. Potential re-use of this dataset is limited, i.e. more applicable to females than males.
Table 12
The materials.

| Instrument for Measuring the Variable | Scale’s Dimensions and Items (see Supplementary Materials for the complete Questionnaire; items randomly ordered) | Response options and Scoring |
|--------------------------------------|-------------------------------------------------------------------------------------------------|-------------------------------|
| Celebrity Worship/CWS Scale [3].     | Dimensions:                                                                                     | Response options: from “Strongly Disagree” (scored 1) to “Strongly Agree” (scored 5). Scoring: The higher the total CWS score, the higher the Celebrity Worship.
|                                      | • Entertainment-social (Scale no. 1–7; code: ES1 – ES7): Attraction to celebrity as one’s means of entertaining and for socializing with friends. |
|                                      | • Intense-personal (Scale no. 8–20; code: IP1 – IP13): One’s intense and compulsive feeling related to a celebrity. |
|                                      | • Borderline-pathological (Scale no. 21–26; code: BP1 – BP6): Extreme attitude and behavior towards a celebrity as a form of maladaptive admiration. |
|                                      | Filler item (Scale no. 27–34, not coded) Example of items: Keeping up with news about my favorite celebrity is an entertaining pass-time. | Data were taken in June 2018 and April-June 2020. |
| Digital Literacy/DL Scale [4]        | Dimensions:                                                                                     | Response options: Yes (scored 1) or No (scored 0) Scoring: The higher the total DL score, the higher the digital literacy. Data were taken in June-July 2020. |
|                                      | • To effectively search and find the necessary information (Scale no. 1–3; code: SF1 – SF3)      |                               |
|                                      | • To protect oneself from malicious and redundant content (Scale no. 4–12; code: PC1 – PC9)      |                               |
|                                      | • To verify and critically evaluate information using alternative sources of information (Scale no. 13–15; code: VI1 – VI3) |                               |
|                                      | • To adequately perceive information and effectively use it (Scale no. 16–24; code: PU1 – PU9) |                               |
|                                      | • To effectively and correctly disseminate information (Scale no. 25–29; code: CD1 – CD5)       |                               |
|                                      | • Specific skills, ability to use new media, use internet-services and technical devices (Scale no. 30–40; code SS1 – SS11) |                               |
|                                      | Example of items: I see myself ... know exactly whose interests the media (newspapers, magazines, TV, radio, Internet) represents - to evaluate information from the media. |                               |
| Nostalgia/NA Scale [5]               | Dimensions:                                                                                     | Response options: from “Strongly Disagree” (scored 1) to “Strongly Agree” (scored 6). Scoring: The higher the total NA score, the more positive the nostalgic emotion. Data were taken in April-June 2020. |
|                                      | • Positive affect (Scale no. 1–4; code: PA1 – PA4): Nostalgia could reduce negative moods.       |                               |
|                                      | • Self-regard (Scale no. 5–8; code: SR1 – SR4): Nostalgia could protect oneself from the threat of a defensive response, so that self-esteem increases. |
|                                      | • Social connectedness (Scale no.9–12; code SC1 – SC4): Nostalgia could increase perceptions of social bonds, interpersonal skills and social support. |
|                                      | • Meaning in life (Scale no. 13–16; code: ML1 – ML4): Nostalgia could improve the perception of life and relieve anxiety |                               |
|                                      | Example of items: Thinking about the most nostalgic event ... puts me in a good mood               |                               |

3. Ethics Statement

Informed consents were obtained from the participants via the online questionnaires. This study was approved by the Bina Nusantara University International Research Scheme
(in Indonesian: *Penelitian Internasional BINUS*/PIB) with the Research Contract Letter No. 026/VR.RTT/IV/2020. The ethical decree is stated in Article 1 Paragraph 3 of the Letter.

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**Declaration of Competing Interest**

The authors declare that they have no known competing financial interests or personal relationships which have, or could be perceived to have, influenced the work reported in this article.

**Acknowledgments**

This work was supported by Research and Technology Transfer Office, Bina Nusantara University as a part of Bina Nusantara University's International Research Grant entitled “Corruption Prevention: The Roles of Media Literacy, Nostalgia, and Celebrity Worship” with contract number: No. 026/VR.RTT/IV/2020 and contract date: 6 April 2020. This present study focuses on Digital Literacy, Nostalgia, and Celebrity Worship. The authors would like to thank the Research and Technology Transfer Office (RTTO) Team of BINUS University for their helpful support on various technical issues examined in this article.

**Supplementary Materials**

Supplementary material associated with this article can be found in the online version at doi:10.1016/j.dib.2020.106417.

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