

# THE EFFECT OF GADGET USE ON THE BEHAVIOR OF CHILDREN IN MI SYUHADA' BANJARAGUNG PURI MOJOKERTO

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## ABSTRACT

Gadgets as a means of communication have various benefits. However, the use of gadgets by children, in an uncontrolled atmosphere can cause negative things. This is because children have not been able to control themselves, so it is possible to access pornography or become addicted to playing games that are difficult to stop. In addition, children's socialization activities can also be disrupted because they are too busy using gadgets. In terms of time, most children use gadgets when they come home from school and after studying at night, which is approximately 3-6 hours per day. This causes children to have rebellious, selfish behavior, likes to argue or fight, often lie, and lose the desire to do activities.

In connection with the above problems, this study aims to (1) determine the level of gadget use at MI Syuhada' BanjarAgung Puri Mojokerto, determine the level of social behavior development of students at MI Syuhada' BanjarAgung Puri Mojokerto, determine the effect of gadget use on children's behavior at MI Syuhada' BanjarAgung Puri Mojokerto . To answer the questions above, this study uses a quantitative approach that is correlational. This study uses a sampling technique of probability sampling, cluster sampling (sampling area), which is taking this sample based on a predetermined population area of 32 students. This study uses a questionnaire as an instrument in data collection and a simple linear regression statistical formula as the data analysis.

Based on data analysis, it can be concluded that (1) students' use of gadgets is in the good category as many as many as 3 respondents (9.37%), in the medium category as many as many as 25 respondents (78.13%), and in the low category as many as 4 respondents (12.5%) . Thus, it can be concluded that the use of gadgets by students at MI Syuhada' Banbjar Agunguri Mojokerto is moderate, (2) the development of social behavior of students at MI Syuhada' Banbjar Agunguri Mojokerto is good as many as 2 respondents (6.25%), moderate category as many as many as 26 respondents (81.25%), and in the low category as many as 4 respondents (12.5%). Thus, it can be concluded that the behavior development of children at MI Syuhada' Banjar Agung Puri Mojokerto is moderate, (3) there is a significant influence between the use of gadgets on the behavior of children at MI Syuhada' Banjar Agung Mojokerto, namely by obtaining a simple linear regression value  $F_{count} > F_{table}$  or  $18 > 4.17$  then  $H_0$  is rejected and  $H_a$  is accepted, which means that the variable (X) of using gadgets has an effect on the variable (Y) of the development of students' social behavior .

**Keywords:** Use of Gadgets, Children's Behavior

**PRELIMINARY**

The progress of the times in the field of technology in the 21st century is growing rapidly. Various kinds of inventions with the aim of facilitating the space and scope of human movement are created one by one every year. This proves that people's thinking power and also the pattern of human behavior are progressing and developing rapidly. This increase in inventions becomes more sophisticated, of course, cannot be separated from the previous inventors. The term globalization is currently becoming very popular because it is related to the movement of development in Indonesia, especially related to an open economic system and free trade. The era of globalization is marked by increasingly sharp competition, dense information, strong communication and openness. (Uno B Hamzah, 2018). The influence of globalization is felt in various fields of life such as technological, political, economic, socio-cultural life, defense and security and others.

A gadget is a small electronic device that has a special function, such as a smartphone. The development of technology is growing rapidly in accordance with the times. Technology appears in various types and features of technology are always new day by day. The need for technology is one of the most important needs today. This is because technology is needed for many things. Technology is very easy to get because it is available easily, cheaply, and can be adjusted daily, not only affecting the behavior of adults, children are not immune from the influence of using gadgets and one of them is the ability to social interaction. It is undeniable, gadgets greatly affect human life, both adults and children. Smartphones, notebooks, tablets and various forms of gadgets in everyday life are very easy to find today. Things like this are not a luxury nowadays, for example, children are very happy to get gadgets from their parents. But without realizing it, things like this greatly affect the ability of social interaction in children (Balitbang, 2013).

However, continuous use of gadgets will have a negative impact on children's behavior patterns in their daily lives, because with the rapid development of gadgets with all the conveniences and interesting features in them, children then prefer to hold or play gadgets rather than playing with their peers. The virtual world or games contained in gadgets are more exciting, more fun than learning, which are boring in nature, so that children become lazy to study and have more fun with their gadgets. The impact of addiction to playing games or any activity on a smartphone, makes children lazy to study, lazy to eat, lazy to interact with friends or play.

However, with the presence of gadgets and the ease of accessing everything so that school children do not escape from being negligent and forgetting the time when playing gadgets, and there are negative and positive impacts because of the use of these gadgets, children become no longer focused on learning, remember only games that are in the gadget. Based on the description above, the researcher is interested in studying the use of gadgets (application, intensity, and duration of gadget use), the impact on the use of gadgets has negative impacts). This needs to be done because based on the results of research at that location, it appears that many students use gadgets and parents seem to let their children use these gadgets.

The development of types of gadgets is increasing day by day. Starting from the facilities provided, to the shape. There are shapes that are large to very small. But all of them have the same only the facilities are different. The rapid development in the world of our communication system will certainly change the pattern of communication that has occurred in society so far.

But we must be aware that communicating using gadgets also has its drawbacks. Gadgets convert sound into electromagnetic waves just like radio, the strength of the wave emission and the location of the gadget attached to the head will change brain cells to develop abnormally and potentially become cancer cells. So, the radiation effect of Gadget is so dangerous if it is used frequently. When something has an effect on someone, it can be said to be an impact. Nowadays, it can be seen that smartphone users have influenced people's lives, including the youth in the Kalik Jaya sub-district. For example, gadget users in the youth of Kalik Jaya stated that using gadgets was more fun than communicating with their peers (Nurudin, 2012).

In this study, the researcher used a quantitative research approach. Quantitative research is a process that uses data in the form of numbers and analysis using statistics. This type of research used by researchers is quantitative research, namely to determine the effect between two variables. This research is a quantitative research that aims to find out whether there is an influence between two variables.

While the subjects in this study were students at MI Syuhada' who were still active and only 2 classes were taken, namely grades 3 and 4 because they were considered easy to communicate with and able to answer several questions from the researcher.

In this case the independent variable is the use of gadgets (x). Meanwhile, the dependent variable (the dependent variable) is the variable that is influenced or becomes the result of the independent variable, namely student behavior. The instruments in this study were in the form of questionnaires and interview sheets. The research instrument is in the form of closed questions, where respondents are only asked to choose the answers that have been provided by the researcher. The strategy in collecting data, researchers did it with the following steps. First, the researcher compiled a questionnaire first, then distributed it to the respondents who had been determined. And the results of respondents' answers are corrected for tabulation of research data.

Activities in quantitative data analysis are carried out passively and only take one measurement. Then the data is processed to analyze the Chi Square test using the SPSS (Software Product and Service Solution) system with an error rate of 0.05 if the results obtained are  $< 0.05$  then  $H_1$  is accepted which means

there is an effect of using gadget on student behavior at MI Syuhada' Banjaragung Puri Mojokerto.

Research result

## RESULTS

The results of the questionnaire on the use of gadgets that researchers have distributed to students at MI Syuhada' Banjar Agung Puri Mojokerto with a total of 32 respondents, the use of gadgets in the good category is 3 respondents (9.37%) then in the medium category as many as 25 respondents (78.13%), and in the low category as many as 4 respondents (12.5%). Thus, it can be concluded that the use of gadgets for children at MI Syuhada' Banjar Agung Puri Mojokerto is moderate.

## 1. Characteristics of respondents by gender

Table 4.5 Distribution of the frequency of respondents based on gender of students in grades 3,4 and 5 at MI Syuhada' Banjaragung

No	Gender	F	%
1	Male	32	53,3
2	Female	28	46,7
Total		60	100

Based on the table above, it shows that the respondents with male gender were 32 students (53.3%) and female respondents were 28 students (46.7%).

## 2. Characteristics of respondents by class

Table 4.5 Frequency distribution of respondents by class at MI Syuhada' Banjaragung

No	Class	F	%
1	Class 3	20	33,3
2	Class 4	20	33,3
3	Class 5	20	33,3
Total		60	100

Based on the table above shows that the respondents in this study were in 3 classes, namely class 3 as many as 20 respondents, (33.3%) Class 4 as many as 20 respondents and class 5 as many as 20 respondents.

### 1. Use of Gadgets

Table 4.7 Frequency distribution of respondents based on gadget use at MI Syuhada' Banjaragung Mojokerto

Mojokerto

No	Gadget Usage	f	%
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1	Good	18	30
2	Enough	34	56,7
3	Less	8	13,3
Total		60	100

Based on the table above, it shows that most of the students' use of gadgets at MI Syuhada'Banjaragung is in the sufficient category as many as 34 respondents (56.7%). And a small part is less as many as 8 respondents (13,3%).

## 2. Student behavior

Table 4.8 Distribution of the frequency of respondents based on student behavior at MI Syuhada' Banjaragung

No	Student behavior	F	%
1	Good	37	61,7
2	Enough	18	30
3	Less	5	8,3
Total		60	100

Based on the table above, it shows that most of the students' behavior is good as many as 37 respondents (61.7%) and a small part is less as many as 5 respondents (8.3%).

## 3. The effect of using gadgets on children's behavior at MI Syuhada' Banjaragung.

Table 4.9 Cross tabulation of the effect of using gadgets on children's behavior at MI Syuhada' Banjaragung

Usage\_Gadget\*Student\_Behavior Crosstabulation

Gadget Usage	Student Behavior						Total	
	Good		Enough		Less			
	f	%	f	%	f	%	f	%
Good	10	16,7	7	11,7	1	1,7	18	30,0
Enough	25	41,7	9	15,0	0	,0	34	56,7
Less	2	3,3	2	3,3	4	6,7	8	13,3

Total	37	61,7	18	30,0	5	8,3	60	100
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Based on the data above, it shows that respondents with good use of gadgets are 18 respondents with good behavior as many as 10 respondents. While the respondents with the use of gadgets that are not good as many as 8 respondents with unfavorable behavior as many as 4 respondents. Based on the results of the chi square test, it was found that a significant value of  $0.000 < 0.05$  means that H1 is accepted, so there is an effect of using gadgets on children's behavior at MI MI Syuhada' Banjaragung.

The behavior of the children of MI Syuhada' Banjar Agung Puri Mojokerto . Based on the results of a questionnaire on social behavior that researchers have distributed to students at MI Syuhada' Banjar Agung Puri Mojokerto with a total of 32 respondents, it can be categorized as good as many as 2 respondents (6.25%), in the medium category as many as 26 respondents (81.25%), while in the low category as many as 4 respondents (12,5%). Thus, it can be concluded that the development of social behavior of students at MI Syuhada' Banjar Agung Puri Mojokerto is moderate.

The Effect of Gadget Use on Children's Behavior at MI Syuhada' Banjar Agung Puri Mojokerto Ftable Based on the results of the analysis it can be found that F

count then H0 is rejected and Ha is accepted, meaning that the variable (X) of the use of gadgets affects the variable (Y) of the child's behavior. In the previous calculation, there is also a simple linear regression equation/model, namely. From this model, it can be seen that if students use gadgets well, student behavior is also good and vice versa.

## CONCLUSION

1. The use of gadgets by the children of MI Syuhada' Banjar Agung Puri Mojokerto is moderate.
2. The behavior of the children of MI Syuhada' Banjar Agung Puri Mojokerto is moderate.
3. Effect of Gadget Use on Children's Behavior at MI Syuhada' Banjar Agung Puri Mojokerto Ftable Based on the results of the analysis it can be found that Fcount then H0 is rejected and Ha is accepted, meaning that the variable (X) of gadget use affects the variable (Y) child's behavior. In the previous calculation, there is also a simple linear regression equation/model, namely. From this model, it can be seen that if students use gadgets well, student behavior is also good and vice versa.

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