The Effect of Gadget use Elementary School-Aged Students at SDN 2 Momun, Buol Regency

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ABSTRACT

Gadgets are electronic devices that are easy to carry anywhere for communication or information purposes. Nowadays, through gadgets people can communicate face to face via video calls so that gadgets are used by many people ranging from parents to children. The type of research used is descriptive qualitative. The data collection techniques are observation, interview, and documentation. The number of informants is 9 consisted of 1 teacher, 4 students, and 4 parents. The results show that the use of gadgets on elementary school students at SDN 2 Momunu has positive and negative impacts. The positive impact is to make it easier for students to find various information in learning media, increase students’ intelligence, and increase self-confidence. The negative impact is a lack of concentration on students, laziness, and health problems. In this research, it is suggested that parents and schools pay more attention and be more assertive towards their children in using gadgets so that children know the limitations of using gadgets.

Keywords – Impact, Gadget, and Elementary School Students

INTRODUCTION

In today’s modern era, technology has become increasingly sophisticated, it has even become a part of everyday life. No exception to the gadget devices which are increasing day by day \((1)\). Gadgets have now become an inevitable necessity with modern society, from laptops, tablets, cellphones, or smartphones. All these sophisticated technological devices are not only a means of communication and entertainment but also to find various information and knowledge \((2)\).

Today’s society knows gadgets as a means of communication, of course, ancient life was different from today. Life is accompanied by the existence of all sophisticated tools that feel very easy \((3)\). The modern era is what makes the life of a society that is already cosmopolitan with individual life very clear. The needs of the Indonesian people for gadgets are generally used as a means of communication. Gadgets, of course, have been known among the wider community. However, the use of gadgets is sometimes misused. Initially, the use of gadgets was a medium for communication and a source of information, but nowadays the use of gadgets is arguably a medium that can help people work and daily activities \((4)\).
Gadgets are sophisticated items that are created with various applications that can provide various news media, social networks, hobbies, and even entertainment (5). This sophisticated item, seen from a price point of view that is not exactly cheap, is not only used as a medium of entertainment, but with applications that are continuously updated, gadgets must be used by people who have business interests or work in college and office assignments, but gadgets not only used by adults or the elderly (22 years and over), adolescents (12-21 years), but in children (7-12 years), and more ironically, gadgets are used for children aged (3-6 years), which shouldn’t be feasible to use gadgets yet (6). (Manumpil, 2015). Bill Gates further emphasized that children should NOT be allowed to have smartphones or gadgets before the age of 14.

Secretary of the Minister of Women’s Empowerment and Child Protection (PPA) Pribudiarta Nur Sitepu revealed that currently the Ministry of Communication and Information, the Ministry of Education and Culture, and the Ministry of Religion are working on regulations to restrict the use of gadgets/gadgets. The plan is for the regulation to be in the form of a Government Regulation (PP) for Special Protection, mandated by Article 59, Law Number 35 of 2014 concerning Child Protection. The article details the obligations of the Central and Regional Governments and other State institutions for child protection. Article 59A describes in more detail the efforts made about the "Special Protection". The restrictions on the use of gadgets also apply in schools.

The Ministry of Women’s Empowerment and Child Protection will limit the use of gadgets during learning, whether in elementary schools, junior high schools, and high schools or equivalent (7). This regulation is formulated with the consideration that the use of gadgets during the learning process greatly interferes with the learning and teaching process, and hurts children when using gadgets excessively. This regulation is still being discussed by the relevant ministries to equalize the perception of the substance in question. Also, this regulation was made so as not to conflict with children’s rights to obtain and seek guaranteed information (8).

It is undeniable that 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. Therefore, gadgets have become a luxury item for today, because some of the children have been facilitated by their parents so that parents can more freely carry out activities without having to accompany children to play. Children are certainly very happy if they get gadgets from their parents (9).

Gadgets are no longer just tools for communication, but also as lifestyle, looks, and trends (10). Initially, gadgets were only used by people who needed them, such as office workers, business people, officials, or teachers. However, now Gadgets are not only used by important people but also school-age children. The use of gadgets in education is a problem that needs to be studied in depth.

Gadgets seem inseparable from the lives of children born in the millennial era today, as well as those who are under 12 years of age (11). Whereas the potential for gadgets to damage children’s brains can occur if the child is left staring at the gadget screen for too
Scientists have given a new term for gadget addiction behavior which they call screen dependency disorder or SSD.

Because this communication tool is often misused by students which can hurt their academic grades or achievement levels. Excessive use of gadgets for students sometimes causes problems in the learning process (12). The use of gadgets has a detrimental effect on children's interpersonal skills if overused.

The results of the observation found that at SDN 2 Moumunu a lot of using gadgets because the children who attend SDN 2 Momunu on average live in middle-class families. Also, through interviews by the author with teachers at SDN 2 Momunu, it turns out that many students have gadgets because their Principal allows gadgets to be brought to school with a note that they are only for students communicating with their parents, namely when the students have returned home, they are allowed to use the gadget to contact their parents.

On average, SDN 2 Momunu students mostly have Android gadgets, when asked about these gadgets, they use them to play games, watch YouTube, besides looking for learning materials on the internet to supplement their lessons. However, not many students who have gadgets experience an increase in their learning achievement, even their learning achievement decreases because they spend more time playing games when they are at home and without the supervision of their parents.

**METHODOLOGY**

The type of research used is descriptive qualitative research, which is a study that emphasizes the in-depth understanding of a problem and is aimed at understanding social phenomena from the participant's point of view, such as holistic behavior, perceptions, motivation, actions, and others (13). The method of description is in the form of words and language, in a direct natural context, and by utilizing various natural methods (Moleong, 2017). Also, using a qualitative approach is used to research matters related to the background of the research subject, so it is very appropriate to find out about the impact of gadget use on elementary school-age children on this subject.

**RESULTS AND DISCUSSION**

**Positive Impact of Using Gadgets**

**Intelligence**

The use of gadgets for elementary school-age students makes it very easy with the presence of gadgets, this also applies in the world of education, where communication between teachers, students, parents can run more easily and can be done en masse (14). The use of gadgets as a learning medium is certainly very supportive of the knowledge they have not acquired or have obtained but have not fully understood. Many students or teachers feel more comfortable with using gadgets when studying than having to spend a lot of their time looking for sources of information they need by going to the library.
Because to get information on various subjects very easily the gadget is equipped with various applications including educational applications.

Confident

The results showed that elementary school students have confidence in the use of gadgets that have many entertainment features and this can be a medium to help students or teachers to take a break from their boredom (15).

Many entertainment applications are a means of learning as well as playing for them. For example, games that can improve students' abilities that can be practiced in their lives, or games that improve their abilities, remembering, or counting.

Based on the informants' information, it can be illustrated that the self-confidence that appears in elementary school students is obvious because at the time of the interview they spontaneously answered that gadgets were sometimes used to play games or learn.

Negative Impact of Using Gadgets

Decreased Concentration

From the results obtained, there is also a negative impact that occurs on students when using gadgets both from the recognition of students and parents, where using gadgets can reduce children's learning concentration while at home, because using gadgets that too often make children too focused on one point only namely the media (16).

Moreover, if children only access online games which are now rife, it can be done from children to adults, so that children do not have the will to access lessons so they experience a decrease in learning concentration.

Based on the results of journals that have the same research conducted by Nurmalasari in 2018 regarding the effect of gadgets on learning concentration levels, it is concluded that the more often children use gadgets will affect decreasing learning concentration which affects student achievement scores.

Concentration according to Slameto 2010 is breaking one's mind on one thing by putting aside all other things that are not related to learning activities.

Lazy

The results showed that according to the admission of the four students' parents, the use of gadgets indeed affects children's laziness because using gadgets for too long can take up their time, excessive and inappropriate use of gadgets will make a person indifferent to their environment both in the family and community environment.

Researchers assume students who spend time with gadgets will be more emotional, aggressive because they feel they are being bullied while playing games. Lazy to do daily routines even to pray slowly because they ignore their parents because they are busy using their gadgets.
Lazy is a condition when someone avoids work that should be done with their potential and energy. Lazy is often associated with two behaviors, namely procrastination (procrastinating) and idleness (being silent without doing anything).

This is related to the research journal conducted by Andriani et al in 2019 which states that gadgets make students less interacting with the environment, the arena with gadgets makes students lazy to think.

Health problems
The results of the study show that excessive use of gadgets in elementary school children at SDN 2 Momunu can interfere with the health of the wearer, especially eye health. As a result of staring at screens for too long, your eyes can experience fatigue.

Described from the previous research journal conducted by Swastika in 2016 regarding the use of gadgets for similar health problems, it concluded that there was a relationship between the use of gadgets on health, both psychological, physical, and social.

CONCLUSIONS
This study concludes that the impact of gadget use on elementary school students at SDN 2 Momunu can be positive or negative, as for the positive impact, namely the positive impact is that it makes it easier for students to find various information, helps students as a learning medium, makes it easier for students to find student school assignments, while the impact is the negatives are decreased concentration of students, laziness and health problems.

SUGGESTION
Recommendations for suggestions are expected for the school (Principals and Teachers) to pay attention to the knowledge of their students about the impact of using gadgets on elementary school students by providing counseling on the importance of knowledge about the impact of using gadgets on elementary school students.

REFERENCE
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