

The Relationship between Gadgets Usage and Adolescent Social Interaction Patterns in SMP Negeri I Situluori District

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ABSTRACT

As a technology development, human make a good skill to create mechanic equipment for easier human life. Relationship human with new mechanic equipment and easy to use was not separate, that thing called gadget. This research aim is to know relationship gadget using to tennagers social interaction pattern. This research used analysis methods with sample part of population with total sampling was 35 respondents. This research was collected in di SMP Negeri I Kecamatan Situluori. Based on analysis data was resulted value $p=0.00$, which $p < \alpha$, so any relationship frequency of gadget using to tennagers social interaction pattern. Based on analysis data was resulted value $p=0.00$, which $p < \alpha$, so any relationship facility of gadget using to tennagers social interaction pattern. Recommendation for tennagers to make leisure time much more with face to face around social environmental and add activities in outside school hour. Using gadget in frequently can make bad influence for social relationship and disturb health status.

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1. Introduction

Humans as social beings are part of society. Humans can not be separated from the relationship between human beings to be able to meet their needs. The tendency of the relationship gave birth to a communication with other humans through media interaction. Interaction is a dynamic human relationship (Setiyadi, 2011).

After the industrial revolution, human dependence on mechanical devices cannot be separated, even with the communication media, so that humans remain connected to each other both to obtain information and for other purposes without having to go to that destination. From this it can be seen that the human connection to mechanical devices that are new and easy to use cannot be separated, something called Gadget (Ray, 2010).

According to the British Psychological Society and King (2014), one in ten teenagers claims that they are addicted to using gadgets. Factors that influence this behavior are due to the use of gadgets that are very interesting and the nature of the activities done by adolescents in gadgets, such as playing games or opening social media, often do not have an end point and make it difficult for adolescents to stop the action.

According to the Minister of Communication and Information in 2014, almost everyone used Gadget (cellular phones), which is about 270 million users, while the number of internet connections in Indonesia has 47 million users. When we observe in various places ranging from leaving the house along the way to the destination, school, office, mall to public transportation, so many people are busy with its gadgets. Gadgets become very interesting magnets and become opium, so communicating through cyberspace is a daily obligation and can take hours. The gadget most often found and owned by almost everyone from various walks of life is smartphone (Merriam and Webster, 2016).

A large list of negative impacts - the use of gadgets, ranging from health effects, psychological children, child achievement, antisocial attitudes and so on. All of these negative impacts are always in the public spotlight which is increasingly aware of the importance of protecting children from the negative influence of advances in information technology. So it is not uncommon for parents to give very strict rules to children against the use of gadgets, even some of them are reluctant to give permission for children to have gadgets. But it cannot be denied that there are also positive things from the use of gadgets (Arijanto, 2010).

Playing gadgets in a long duration and carried out every day continuously, can make children develop in an antisocial personal direction. This happens because these children are not introduced

to socialize with other people. Research conducted on the impact of internet use conducted by a research team at Carnegie Mellon University found that higher internet usage was related to relationships with family members. According to him social relations outside the family and increased depression and loneliness. The internet can get rid of face-to-face social relationships. The internet can also cause people to change social relationships the strong developed in direct communities with weak social relationships built with the web (Werner, 2005).

Based on observations made by researchers at SMP Negeri I Situluori District, researchers obtained data on the number of class III students of SMP Negeri I Situluori District as many as 35 students. Of the 35 students there were 26 students who used gadgets. Students usually use the gadget before the lesson begins. But often students play their gadgets in the middle of the learning process or when teaching and learning activities take place. They are also generally affiliated with various groups on social media. From the interview data conducted by researchers of 7 students, 5 people said that almost every day they play with the gadget. They use gadget facilities such as internet, telephone, camera, games and Mp3. 2 other people said that they were not allowed by their parents to use gadgets at school because gadgets would only make them preoccupied with receiving calls, sms. Students use internet features in gadgets to find information about assignments at school. Students say that with gadgets they have lots of friends on social media. From interviews conducted by students using the internet to interact with their friends, family and friends. In addition, he posted his outpouring on social media rather than telling his closest friends or parents. Interaction through social media is more often done than direct interaction with friends or parents by way of face to face or direct communication.

2. Research Methods

This type of research is descriptive correlation. Burns and Grove (2010) say that descriptive correlation research is an objective, systematic, and controlled study and aims to examine the relationship of variables to a phenomenon in nursing practice. The population is a group of research units. Research units of the population can be in the form of people, certain objects or events (Zaluchu, 2010). The population of this research was 35 students of Class III Middle School I Situluori District. The sample is a portion / representative of the population studied (Arikunto, 2006). Determination of the sample in this study using the Total Sampling technique that is taking the entire population to be used as research samples. The sample in this study were 35 students in Class III Middle School I Situluori District. Sampling was done by purposive sampling technique. Data is collected by using a questionnaire frequency of gadget usage and utilization of gadget facilities. Data analysis uses univariate, bivariate analysis with Chi Square.

3. Results and Discussion

a. Research Result

The results showed that the frequency of gadget usage by the majority of respondents was in the medium category of 15 people (42.9%) and the minority of frequency of gadget usage was in the high category of 8 people (34.3%). The results of the study can be seen more clearly in table 1.

Table 1
Distribution of Respondents by Category of Frequency of Gadgets Usage in SMP Negeri I Situluori District in 2017

No	Frequency of Use of Gadgets	Frequency (f)	Percentage (%)
1	High	8	22.9
2	Is	15	42.9
3	Low	12	34.4
	Total	35	100.0

The results showed that utilization of gadget facilities by the majority of respondents was in the medium category as many as 17 people (48.6%) and the minority utilization of gadget facilities was in the high category as many as 6 people (17.1%). The results of the study can be seen more clearly in table 2.

Table 2

Distribution of Respondents by Category of Utilization of Gadget Facilities in SMP Negeri I Situluori District in 2017

No	Utilization of gadget facilities	Frequency (f)	Percentage (%)
1	High	6	17.1
2	Is	17	48.6
3	Low	12	34.3
	Total	35	100.0

The results showed that the majority of adolescent social interactions are in the good category of 22 people (62.9%) and the minority are in the bad category of 13 people (37.1%). The results of the study can be seen more clearly in table 3.

Table 3

Distribution of Respondents by Category of Social Interaction of Youth in SMP Negeri I Situluori District in 2017

No	Teen Social Interaction	Frequency (f)	Percentage (%)
1	Good	22	62.9
2	Bad	13	37.1
	Total	35	100.0

The results showed that the majority of gadget usage frequency in the medium category is 15 people (42.9%) with social interaction in the good category as many as 10 people (28.5%). And the minority frequency of the majority of gadget usage in the high category of 8 people (22.9%) with social interaction of adolescents in the bad category of 6 people (17.1%). Based on the results of data analysis using the Chi Square test p value = 0.00, where $p < \alpha$, then there is a correlation between the frequency of use of gadgets with adolescent social interaction in SMP Negeri I Situluori District in 2017. The results of the research can be seen more clearly in table 4.

Table 4.

The Relationship of Frequency of Gadgets Usage and Social Interaction of Youth in SMP Negeri I Situluori Subdistrict in 2017 (n = 35)

No	Frequency of Use of Gadgets	Teen Social Interaction				Total		Score ρ
		Good		Bad		f	%	
		f	%	f	%			
1	High	2	5.7	6	17.1	8	22.9	0.00
2	Is	10	28.6	5	14.3	15	42.9	
3	Low	10	28.6	2	2.7	12	34.4	
	Total	22	62.9	13	37.1	35	100.0	

The results showed that the majority of gadget utilization facilities in the medium category were 17 people (48.6%) with social interaction in the good category as many as 10 people (28.5%). And the minority utilization of gadget facilities is mostly in the high category and teen social interactions in the bad category are 6 people (17.1%). Based on the results of the analysis through the Chi Square test, the value of $p = 0.00$, where $p < \alpha$, there is a relationship between the utilization of gadget facilities and the social interaction of adolescents in SMP Negeri I, Situluori Subdistrict in 2017. The results of the research can be seen more clearly in table 5.

Table 5.

The Relationship of Frequency of Gadgets Usage and Social Interaction of Youth in SMP Negeri I Situluori Subdistrict in 2017 (n = 35)

No	Utilization of gadget facilities	Teen Social Interaction				Total		Score ρ
		Good		Bad		f	%	
		f	%	f	%			
1	High	0	0	6	17.1	6	17.1	0.00
2	Is	10	28.6	7	20.0	17	48.6	
3	Low	12	34.3	0	0	12	34.3	
	Total	22	62.9	13	37.1	35	100.0	

b. Discussion

From these results it can be seen that the majority of teen social interactions are good but the frequency of use of gadgets is in the moderate category. From the data obtained, almost all respondents have gadgets with different types. The data obtained from the majority of good social interaction. This is because respondents who have good social interactions still interact with the surrounding environment without being bound and disturbed by gadgets. From interviews conducted by researchers, respondents said that gadgets were not used during the teaching and learning process, they only used them when they got home.

In research conducted by Utilization of gadget facilities in this study shows how respondents use various types of facilities found in their gadgets According to respondents for gadget facilities have advantages, namely in more direct communication which of course can minimize the occurrence of misunderstanding.

Researcher's assumption is based on the results of poor teenage social interaction due to the high utilization of gadget facilities in adolescents. This explains that teenagers currently interact more indirectly or indirectly with face to face, but instead use gadget facilities. The more often adolescents use the facilities to communicate and perform other activities, the worse the social interaction of adolescents.

4. Conclusion

- 1) Based on the results of the study the frequency of gadget usage by the majority of respondents were in the medium category of 15 people (42.9%) and the minority of frequency of gadget usage was in the high category of 8 people (34.3%).
- 2) Based on the results of research on the use of gadget facilities by the majority of respondents were in the medium category as many as 17 people (48.6%) and the minority utilization of gadget facilities was in the high category as many as 6 people (17.1%).
- 3) Based on the results of the study the majority of adolescent social interactions are in the good category of 22 people (62.9%) and the minority are in the bad category of 13 people (37.1%).
- 4) Based on the results of data analysis, there is a correlation between the frequency of gadget usage with the social interaction of teenagers in SMP Negeri I, Situluori District, where the value of $p = 0,000$ ($p < \alpha$). Based on the analysis results obtained there is a relationship between the use of gadget facilities with social interaction of teenagers in SMP Negeri I Situluori District, where the value of $p = 0,000$ ($p < \alpha$).

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