

THE IMPACT OF GADGET USE ON ONLINE LEARNING DURING THE COVID-19 PANDEMIC ON THE CHARACTER OF ELEMENTARY SCHOOL STUDENTS

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Article Info

Received: 12/06/2022

Revised: 01/07/2022

Accepted: 25/07/2022

The purpose of this study is to analyze how the impact of using gadgets towards the character of students, especially elementary school students in the era of the covid 19 pandemic. The formation of this character can be shown by students to become better individuals. Elementary school age children are more vulnerable to being able to imitate what is seen in the digital world. Online learning through gadgets in the era of the covid-19 pandemic is one of the methods used by the government so that education and learning in Indonesia can be carried out. Students in everyday life always rely on gadgets. The use of gadgets during online learning has an impact, both positive and negative. This study uses a qualitative method. Data collection techniques are observation, interviews, and documentation. The subjects of this study were elementary school students. Based on the results of the study, the positive impacts of using gadgets are creative, independent, curious, and communicative friendly. The negative impacts include dishonesty, lack of discipline, lack of care, lack of responsibility, lack of religion, and unwillingness to work hard..

Keywords: the impact of using gadgets, online learning, student character

1. INTRODUCTION

Education plays a role in forming human beings who have good intellectuals in the process of character building. Technological advances are one of the factors that influence the formation of student character [1]. This fairly widespread development, gadgets have become one of the important elements that cannot be separated from people's social life. However, when looking at the negative side of social media users, which are quite transparent and open, it makes it easy for the younger generation to access pornographic content. Besides that, gadgets will make users selfish, they are not aware of their surroundings because they spend a lot of time with gadgets that have internet access. A gadget is an electronic object that is used as a communication tool by humans. At first the use of gadgets was only used by adults, but in modern times gadgets are also widely used by children. Gadgets are currently one of the most developed communication tools. Gadgets are one of the electronic devices that almost everyone has, both used by parents and younger people, even children in elementary school.

The covid-19 pandemic led to online learning [2]. Most students carry out online learning using gadgets. The main problem with gadgets is that gadgets are one-way communication tools so that we are not able to see the feedback given to children [3]. The use of gadgets can affect the behavior and character of students [4]. The use of gadgets for elementary school age children can have a positive or negative impact. The use of smartphones in education can have a positive character influence in the form of high knowledge and creativity for children, as well as the reflection of honest and cheerful characters. Character is an important thing in the behavior of individual life in everyday life [5]. The use of gadgets without the supervision of parents or teachers can have a negative impact on students, because students look at gadgets more often than playing with peers such as playing soccer or playing physical activities [6]. The use of gadgets has a detrimental impact on children's interpersonal skills if they are used too often [7]. The use of



gadgets for elementary school age children can have a positive or negative impact, namely children can find learning materials easily and can communicate remotely. In addition, it can have a negative impact on children playing gadgets more often than playing and interacting with friends around them [8]. Gadgets have a great influence on human life, as well as on children. The behavior of children who are addicted to using gadgets can also affect learning achievement at school. This is indicated by the behavior of children who are reluctant to give help to others, like to be angry, say rudely, and do not respect others because children are more fun playing gadgets than caring about the people around them [3]. The influence of gadgets on children's moral development has an impact on discipline, children become lazy to do anything, leave their obligations to worship, and reduce learning time due to playing games and watching Youtube too often [9].

2. METHOD

This type of research is qualitative, which is carried out by means of observation, interviews, and documentation. Qualitative research is intended to collect information about the status of an existing symptom, namely the state of the symptoms according to what they were at the time the research was conducted [10]. Therefore, qualitative research can reveal phenomena on a subject that wants to be studied in depth. The data collection technique was done by triangulation. The data generated in this study are in the form of words that are described as they are in the field, based on data obtained from participants or data sources.

This research was conducted at MI Najahiyah Palembang on Jalan KH. Moh. Fun No.30, RT.29/RW.09, 3-4 Ulu, Palembang City, South Sumatra, starting from November 2021 to January 2022. Through this study, researchers will analyze the impact of using gadgets on the character of elementary school students at MI Najahiyah Palembang in the Covid-19 Pandemic era. This research, if associated with the implementation of data collection, is a case study research method. The case study method is researching a case or certain phenomena that exist in society in detail to study the background, circumstances, or interactions that occur. Case studies are carried out on a unified system which can be in the form of programs, activities, events, or a group of individuals that exist in certain circumstances or conditions.

3. RESULTS AND DISCUSSION

During the Covid-19 era, education was conducted online. Most elementary students use gadgets as media or online learning tools. Through gadgets, children can see videos about learning materials sent by their teachers. Gadgets are online media that can make it easier for someone to communicate remotely. In addition, gadgets are a means for users to participate and share with each other.

Based on the results of the study, data was obtained that there was an impact from the use of gadgets during the covid-19 period. The use of gadgets has both positive and negative impacts. The positive impacts of using gadgets are as shown in the following table.

Table 1. The impact of using gadgets on student character

No.	Positive impact
1	Creative
2	Independent
3	curiosity
4	Communicative Friendly

Research data states that the positive impact of using gadgets is creative, independent, curious, communicative friendly. The first positive impact, students become creative. When students use gadgets, they can see various kinds of knowledge that can inspire. It can make them take the initiative to imitate the

works of art they like. Thus they create their own works of art and are creative. The second positive impact, students become independent. Today's students on average can use their own gadgets without having to bother their parents. The third positive impact, students have curiosity. Every elementary student who uses gadgets, they enjoy it and encourage curiosity about everything that exists in cyberspace. The fourth positive impact, students become communicative friendly. Gagged is an online media that can make it easier for students to communicate remotely. Gagged allows them to have many connections and wide networks. Through gadgets, children can share ideas, photos, and videos. Anyone can submit new information at any time, so that other people can also get information that is spread through gadgets at any time.

Based on the results of interviews, data obtained that the negative impacts of using gadgets on the character of students include the following.

Table 2. The impact of using gadgets on student character

No.	Negative impact
1	dishonest
2	lack of discipline
3	not care
4	less responsible
5	less religious
6	unwillingness to work hard

The negative impacts of using gadgets on the character of students include dishonesty, lack of discipline, indifference, lack of responsibility, lack of religion, unwillingness to work hard. The first negative impact, students are dishonest. Some students use gadgets to do schoolwork, but the opportunities given are not used properly. They should only use gadgets for online learning only. However, sometimes they like to steal the opportunity to use gadgets for other things. For example, gadgets used for online games, watching Youtube, and others without permission and being dishonest with their parents. The second negative impact, students are less disciplined. The use of gadgets for online learning without parental supervision makes students less disciplined. In fact, the tasks given are not done quickly, because they use gadgets to play games, not to study online. The third negative impact, students do not care. Some elementary students who use gadgets, they are busy surfing in cyberspace, regardless of the events around them. Brother forgets his sister who is being cared for. Children forget to help their parents because they are busy playing gadgets. Likewise, with school assignments that have been completed or not, sometimes the children don't care. The fourth negative impact, students are not responsible. The use of gadgets in online learning activities has made children irresponsible. If they have schoolwork, don't do it completely, but use gadgets to play online games. The fourth negative impact, students are less religious. Some elementary students who are addicted to gadgets, they ignore the sound of the call to prayer, are slow to pray because they are busy playing gadgets. The sixth negative impact, students are reluctant to work hard (unwillingness to work hard). All the subject matter given by the teacher is already on their gadget. This makes some elementary students do not want to re-record and are reluctant to read the material. Some elementary students who use gadgets are reluctant to work hard to learn and improve their achievements.

The existence of gadgets makes it easier for children to access social media such as Facebook, WhatsApp, YouTube. Some of these media have a positive impact, including making it easy for children to communicate with each other even over long distances. Children are not only friends in the school environment, but more broadly. However, the important thing to note is to continue to provide supervision so that children do not make the wrong choice in making friends that can endanger themselves. The use of gadgets has an impact on student morale, can increase learning achievement or even decrease achievement.



The use of gadgets without control can forget about their main task at school, and choose to enter the virtual world without limits.

Efforts to reduce the negative impact of gadgets are the need for parental control of children. In addition, children need to be accompanied when using gadgets. thus gadgets can be taken advantage of without having to worry about the negative effects.

4. CONCLUSIONS

The use of gadgets has various impacts on the character of elementary school students. The use of gadgets in elementary school age children can have a positive or negative impact. Gadgets have a great influence on people's lives, also on children. The behavior of children who are addicted to using gadgets can also affect learning achievement at school. However, excessive use of gadgets can affect the character of elementary school students. Bad characters include being disrespectful, not respecting parents, and not caring about others. Therefore, it is necessary to have parental assistance when children use gadgets. This is done as an effort so that gadgets can be useful for students and reduce the negative impact of gadgets.

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