Jurnal Kewarganegaraan
Vol. 6 No. 3 Oktober 2022
P-ISSN: 1978-0184 E-ISSN: 2723-2328

Influence of Use *Gadgets* Towards Political Cultural Orientation

Fitra Endi Fernanda[1] Rendy Yudha Pratama[2] Roy Kembar Habibi[3]
Universitas Aisyah Pringsewu, Kabupaten Pringsewu, Provinsi Lampung, Indonesia[1,2,3]
Email: fitrafernanda37@gmail.com[1]

Abstract
This study aims to determine the effect of the utilization of gadgets as political communication on the political culture orientation of students in senior high school. The design in this study is descriptive research using a quantitative approach and using correlational research. The sample in this study was taken from the population with a proportional purposive sampling technique that was as many as 347 students. The results of this study indicate that there is a positive and significant influence on the utilization of gadgets for political communication. This is indicated by the t-count values is 6,398> t-table (6,398 > 1,649) and a significance value <0.05 (0.000 < 0.05).
Keywords: *Gadgets, Media, Political Communication, Political Culture, Student*

INTRODUCTION

A democratic state is a country that prioritizes the fulfillment of the rights and obligations of its citizens, both in social and public life. To provide the foundation of democracy as a basis for carrying out its activities properly, the state must provide education and provide adequate information. Information is a weapon that can sharpen the understanding of democracy in every citizen, with the availability of information an individual can understand well the rights and obligations that must be carried out in mechanizing the life of the nation and state. This is needed to maintain the democratic climate and the political culture that is built in a country. The increasingly advanced era that has entered the era of utilizing communication and information technology, allows every individual to access information widely and quickly only through tools commonly called *gadgets*.

Gadgets have become a primary need for modern humans because *gadgets* can provide various needs needed through various features and applications in them. Today the latest are digital *gadgets* that have a network, such as tablets, *netbooks*, and mobile phones. Inside the latest *gadget* devices, there are various applications such as music players, media players, *e-readers*, cameras, and *games* (Merrin, 2014: 3). Through the internet network and various features available in *the gadget,* each individual can communicate, discuss and search for information efficiently.

Gadgets become a practical and efficient information medium. *Gadgets* have become a tool loved by every individual in the modern era, this is proven by the increasing activity of using *gadgets* in the life of each individual. In a survey conducted by the Indonesian Internet Service Providers Association (APJII) in 2017. Based on the results of the survey today in the modern era, *gadgets* as a modern communication tool have become an important need for humans ranging from adolescence and even the elderly. Internet users among teenagers are quite a lot in Indonesia. This can be seen in the results of the APJII survey (2017) which shows the composition of internet users aged between 13-18 years of 16.68 percent of the total internet users in Indonesia as many as 262 million people. The use of *gadgets* by teenagers at the age of 13-18 years, who on average are still in junior high school (SMP) to high school (SMA) status through access to information that is so easily accessible will affect their daily attitudes and behaviors. The problems that arise with the ease of access to information also have a negative impact, including the spread of *hoax news.*

The results of a survey conducted by Mastel (Indonesian Telematics Society) in 2017, there are problems with the use of *gadgets*, namely the spread of fake news (*hoaxes).* The most spread of *hoax*

news through social media was 92.40% and *chat* applications by 62.80% and the largest *hoax* news content were related to socio-politics by 91.80% and SARA issues by 88.60% (Mastel, 2017). The spread of *hoax* news about politics, of course, will affect a person's attitude towards politics. Teenagers, as novice voters, will be easily influenced by *the hoax* news they get if they are not equipped with political education. Especially as the political year approaches, the spread of *hoax* news is increasingly rampant which will result in political divisions and instability. Therefore, the use of *gadgets* in addition to being a means of political communication, especially among teenagers who are still in school, needs to be equipped with political education so that they are not easily influenced by the spread of inaccurate political news which is feared to make students' negative attitudes towards politics. To find out how the attitudes and actions of citizens, especially students as novice voters, according to Kweit and Kweit, can be done with two approaches, namely through political socialization or political education and political culture (Kweit and Kweit, 1986: 91). A person's political attitude can be influenced by how the process of political socialization or political education is because political education is a person's process of seeking knowledge, understanding, and experience about politics.

Political education for students in schools is formally and informally carried out through the learning of Pancasila and Citizenship Education formally and informally through student organizations or extracurricular activities such as intra-school student organizations (OSIS), Class Representative Councils (MPK) and Scouting or other extracurricular activities. In political socialization in addition to school activities, students can also obtain political information easily through the use of *gadgets.* Positive information about the political system will give citizens confidence, sensitivity, and awareness to actively participate in politics. *Gadgets* as one of the information and communication technology devices that are useful in providing easy access to information are also beneficial for the government because they help the government in transparent services to the community (Williams & Sawyer, 2011: 10).

Gadgets as one of the political communication media, according to Rakhmat (2011: 196) can influence the attitudes and behavior of voters in election activities. For example, communication using *gadgets* can gather supporters of certain candidates and can introduce potential candidates easily and quickly. Through this knowledge, it will influence the attitude of the recipient of information such as whether you like it or not, belief or not to believe in the candidate introduced. A person's political attitude will influence behavior, especially behavior in politics.

Based on the explanation above, it can be assumed that *gadgets* can be used as a medium of political communication and will affect the formation of public attitudes, especially students or teenagers as novice voters. This research aims to find out whether the use of *gadgets* that are rampant today will affect shaping a person's political attitude. Through this research, it is hoped that it can provide new thoughts to enrich political science and provide consideration in policy-making, especially in the use of *gadgets.*

METHOD

The type of research used is descriptive research. This research aims to describe the influence of *gadgets* as a medium of political communication on the political-cultural orientation of students. The population in this study was 14,643 students of class XI high school in East Lampung Regency. The sampling technique in this study was the *purposive proportional random sampling technique.* From the population, a sample of 347 students was taken based on a table determining the number of samples according to Isaac and Michael for an error rate of 5% (Sugiyono, 2012: 71).

There are two variables in this study, namely *the gadget-free* variable as a medium of political communication and the political-cultural orientation of students as a bound variable. The variable *gadget* as a medium of political communication here is an electronic device with a practical function

that is used as a medium of communication and political information. *Gadgets* as a medium of political communication are measured based on the intensity of the use of *gadgets*, the type of use of *gadgets*, political communicators, political messages, the use of language, and political communication media. Meanwhile, what is meant by political-cultural orientation is an orientation that underlies citizens toward the political system. Political cultural orientation is measured based on cognitive, affective, and evaluative orientations.

The data collection technique used in this study was a questionnaire (questionnaire). The instrument used is in the form of a questionnaire that refers to the material, intensity, and type of activity of *gadget* use and political-cultural orientation consisting of cognitive, affective, and evaluative orientations. For instrument tests, validity tests were carried out using the Pearson formula (*product-moment*) and reliability tests using *the Alfa Cronbach formula.* Based on the results of the instrument validity test on *the gadget* variable as a political communication medium tested on 60 respondents with a significant level of 5%, a calculation was obtained from 65 questions as many as 5 question items were declared invalid and as many as 60 question items were declared valid. Through the results of the reliability test, it was stated that there were 60 question items with an Alfa Cronbach value of 0.971. Since Alfa Cronbach's value is 0.971 > 0.60, it can be stated that 60 items of gadget questionnaire questions as a medium of political communication are reliable or consistent, for orientation variables. As for the variable political cultural orientation, from the results of the instrument validity test obtained from 28 question items as many as 3 items were declared invalid and as many as 25 statement items were declared valid. For the reliability test on the variables of political-cultural orientation, there were 25 question items with *a Cronbach's Alpha* value of 0.926. Since *Cronbach's Alpha* value is 0.926 > 0.60, it can be concluded that the 25 items of questionnaire questions for variables of political-cultural orientation are reliable or consistent.

The data analysis techniques used include descriptive analysis, test analysis requirements, and hypothesis testing with simple regression analysis with the help of SPSS 25.0. The characteristics of respondents in the study were classified according to age, gender, school origin, and characteristics based on the use of *gadgets*. Quantifying the level of use of *gadgets* as a medium of political communication is categorized into high, medium, and low scales calculated from the answer score per item. Meanwhile, to measure the orientation of political culture, it is calculated from the answer score per item of each respondent and then categorized into high, medium, and low sala. To find out the category of the level of use of *gadgets* as a medium of political communication and political-cultural orientation, the data that was originally in the form of scores were changed to qualitative data (interval data) with high, medium and low categories. According to Azwar (2010: 109), to determine the score category of the components used the norm as follows.

Table 1. Convert Score to Category

Score	Category
$x \geq (Mi + 1{,}0 * SDi)$	Tall
$(Mi - 1{,}0 * SDi) < x \leq (Mi + 1{,}0 * SDi)$	Keep
$x \leq (Mi - 1{,}0 * SDi)$	Low

(Source: Azwar, 2010:109)

The assessment criteria at the level of use of *gadgets* as a medium of political communication were measured from 60 question items and political-cultural orientation was measured from 25 items, each question/statement item had 4 alternative answers with a score range of 1-4. To find out whether the distribution of data between each variable is normal or not, a normality test was carried out using the *One-Sample Kolmogorov- Smirnov test* technique with a significance level of 0.05 with the help of SPSS 25.0. If the value of Asymp. Sig(2-tailed) > 0.05, then it can be concluded that the data to be tested meets the prerequisite that the data is normally distributed. Then to find out whether

variable X and variable Y have a linear relationship or not significantly, a linearity test was carried out with the help of SPSS 25.0 using *a linearity test.* Hypothesis testing uses a simple regression analysis by measuring the influence of the use of *gadgets* as a medium of political communication on the orientation of students' political culture. Simple regression is performed with the following equation (Hartono, 2015:160).

Y=a+bX

Information:
Y = dependent variable
X = independent variable
a = regression constant
b = interception or slope of the regression line

Furthermore, to find out whether the independent variable regression model (*gadgets* as a medium of political communication) partially has a significant influence on dependent variables (citizenship literacy and political-cultural orientation) (Priyatno, 2009: 85). T count can be searched by using the following formula.

$$t\ count = \frac{r\sqrt{n-k-1}}{\sqrt{1-r^2}}$$

Information:
R = Partial correlation coefficient
K = Number of Independent Variables
N = Number of data or cases

To find out how far the model's ability to explain variations in bound variables is carried out a determination analysis (Ghozali, 2012: 97). The value of the coefficient of determination consists of zero or one. If the value is small then it can be interpreted that the free variable (the use of R^2*gadgets* as a medium of political communication) in explaining the bound variables (political cultural orientation is very limited, and vice versa if the value of the coefficient of determination is close to one, it can be interpreted that the free variable (the use of *gadgets* as a medium of political communication can provide almost all the information needed in predicting its bound variables (political cultural orientation).

RESULTS AND DISCUSSION

Characteristics of respondents

The characteristics of respondents in this study were distinguished by age and gender. The characteristics of the respondents can be seen in table 2.

Table 2. Characteristics of Respondents

No.	Information	Sum	Percentage
1.	**Age**		
	17 years old	317	91,4 %
	18 years old	25	7,2 %
	19 years old	4	1,2 %
	20 years	1	0,3 %
	Total	**347**	**100 %**
2.	**Gender**		
	Man	163	49%
	Woman	172	51%
	Total	**347**	**100%**

(Source: Primary data processed, 2021)

From table 2, it can be seen that the majority of respondents were at the age of 17 years as many as 317 students or 91.4%. Meanwhile, the gender of the respondents was almost balanced, namely men as much as 49% and women as much as 51%. For the characteristics of the use of *gadgets* are distinguished by the type of *gadget* used. There are several types of *gadgets* used by respondents, consisting of *smartphones* (smartphones), tablets, laptops, and computers. The frequency of using some types of *gadgets* can be seen in table 3.

Table 3. Frequency of Types of *Gadgets* Used by Respondents

No.	Types of *Gadgets*	Compulsive Percentage
1	Smartphones	99,1%
2	Tablets	8,4
3	Laptop	27,4
4	Computer	7,5

(Source: Primary data processed, 2021)

Use of *Gadgets* as a Medium of Political Communication

The variable use of *gadgets* as a medium of political communication is measured by 60 statements. The scores used in this questionnaire use 4 alternative answers with a score range of 1-4. Based on the results of data analysis on the use of *gadgets* as a medium of political communication, it shows that the highest total score reaches 210 and the lowest score is 162. In addition, *a mean* value of 184.2 was also obtained, *a median* of 184 and *a mode* of 182, and an SDI of 9.7. This shows that the maximum score that occurs on the score of using *gadgets* as a medium of political communication is 210 whose value is far above the ideal average value. The standard deviation of 9.7 showed that fluctuations in respondents' assessment of the use of *gadgets* as a medium of political communication were ± 347 observations observed.

To find out the tendency or high low of the variable score of the use of *gadgets* as a medium of political communication, it is calculated with the ideal average value and the ideal deviation standard. The ideal average value of the variable using *gadgets* as a medium of political communication is 150 and the standard deviation is 30 so the calculation can be known as follows.

Mean + 1 SDi = 150 + 30 = 180

Mean – 1 SD1 = 150-30 = 120

Based on the results of the calculations above, it can be seen the tendency of the score to use *gadgets* as a medium of political communication in table 5.

Table 4. Frequency Distribution Tendency variable use of *gadgets* as a medium of political communication

No.	Score Interval	Category	Frequency	Relative Frequency (%)
1.	X ≥ 180	Tall	237	68,3 %
2.	120 ≤X< 180	Keep	110	31,7 %
3.	X < 120	Low	-	-
4.	Total		347	100 %

(Sumber: Primary data processed, 2021)

From table 4, it can be seen that in general the score of the use of *gadgets* as a political communication medium is in the **high** category obtained based on the analysis of the calculation of the average value of using *gadgets* as a political communication medium of 184.2. A total of 237 (68.3 %) respondents were in the high group category and as many as 100 (31.7 %) respondents were in the medium group category. Meanwhile, none of the respondents were in the low and very low group categories.

Political Cultural Orientation

The variable of political-cultural orientation is measured by 25 statements. The scores used in this questionnaire use 4 alternative answers with an answer range of 1-4. Based on the results of the analysis of political-cultural orientation data, it shows that the highest total score reaches 97 and the lowest score is 67. In addition, *a mean* value of 82.41 was also obtained, *a median* of 83 and *a mode* of 84, and an SDI of 6.256. This suggests that the maximum score that occurs on the political-cultural orientation score is 97 whose value is well above the ideal average score. For a standard deviation of 6,256, it showed that fluctuations from respondents' assessment of political-cultural orientation were ±6,256 of the 347 observations observed. Furthermore, the frequency distribution of political-cultural orientation scores can be seen in table 6.

Table 6 shows the majority of respondents' answer scores on political cultural orientation at intervals of 79-84 at 31.4 %. The frequency distribution table of political-cultural orientation scores can be described in the following histogram. To find out the tendency or high low score of political-cultural orientation variables are grouped into three categories, namely low, medium, and high. This categorization is calculated by the ideal mean value (Mi) and the ideal standard deviation (SDI). . The ideal average value of the political culture orientation variable is 62.5 and the standard deviation is 12.5 so the calculation can be known as follows.

Mean + 1 SDi = 62.5 + 1. 12.5 = 75
Mean – 1 SD1 = 62.5- 1. 12.5 = 50

The ideal average value of the political culture orientation variable is 62.5 and the standard deviation is 12.5 so the calculation can be known as follows. Based on the results of the calculations above, it can be known the tendency of the variable score of political-cultural orientation in table 5. It can be known that in general the political-cultural orientation score is in the **high** category obtained based on the analysis of the calculation of the average value of political-cultural orientation 82.41. A total of 308 (88.8 %) respondents were in the high group category classified as the participant's political-cultural orientation group and as many as 39 (11.2 %) respondents were in the medium group category classified as the subject's political-cultural orientation group. Meanwhile, none of the respondents were in a low category or parochial political cultural orientation group.

Table 5. Frequency Distribution of Tendencies of Variables of Political Cultural Orientation

No	Score Interval	Category	Frequency	Relative Frequency (%)
1.	X ≥ 75	Tall	308	88,8 %
2.	50<G≤75	Keep	39	11,2 %
3.	X ≤ 50	Low	-	-
Total			347	100 %

(Sumber: Primary data processed, 2021)

The normality test aims to find out whether the research data to be tested is normally distributed or not, normally distributed data is a prerequisite for regression analysis. In this study, researchers used the *Kolgomorov-Smirnov One Sample* technique with *SPSS 25.0*. with a significance level of 0.05. Measurements to determine whether the data is normal or not by using the Asymp value criteria. Sig (2-Tailed) compared to a predetermined alpha value of 5%. So it can be assumed that if the value of Asymp. Sig(2-tailed) > 0.05, then it can be concluded that the data to be tested meets the prerequisite that the data is normally distributed.

Based on the results of normality testing using *the Kolgomorov-Smirnov One Sample* technique with *SPSS 25.0* as the table above, it can be concluded that the distribution of X and Y1 data is normal because of the Asymp value. Sig (2-tailed) of 0.200>0.05. Furthermore, to find out whether the two variables in the study, namely the variables X and Y, there is a linearity relationship or not, a linearity

test with SPSS 25.0 was carried out using *a linearity test.* Provided that if the *value of deviation from linearity sig*. > 0.05, then there is a significant linear relationship between the two variables. Likewise, the opposite provision applies if the deviation value *from linearity sig*. < 0.05, then there is no significant linear relationship between the two variables. The second criterion for knowing linearity is to compare the F count and F table. Provided that if the value of F is calculated < F of the table, then there is a significant linear relationship between the two variables. Likewise, the opposite provision applies if the value of F counts < F of the table, then there is a significant linear relationship between the two variables.

Based on linearity tests as in the table above, it was found that there is linearity between X and Y because the *output* obtained from the deviation value *from linearity* sig. is 0.654 which is greater than 0.05. Thus it can be concluded that there is a significant linearity relationship between the variables X and Y. As for the comparison between F count and F, the table obtained the output of the value of F count is 0.902 and the value of F of the table from (46; 299) is 1.43 Because the value of F calculates < of F table then it can be concluded that there is significant linearity between variables X and Y.

Before conducting a hypothesis test using regression techniques, it is necessary to test heteroskedasticity. The heteroskedasticity test is a prerequisite that must be met before a hypothesis test is carried out. If the heteroskedasticity test is not met, the data obtained is invalid for use. The provision in determining whether there are symptoms of heteroskedasticity in the research variables is that if the significance value is greater than 0.05, there are no symptoms of heteroskedasticity in the regression model, while if the significance value is less than 0.05, there are symptoms of heteroskedasticity in the regression model. In this study, researchers used the Glejser technique with *SPSS 25.0* to measure whether or not heteroskedasticity symptoms occurred in the study variables.

Based on the above, the output is obtained that the significance value of variable X (the use of *gadgets* as a medium of political communication) is 0.539, meaning that the value is greater than 0.05 so it can be concluded that there are no symptoms of heteroskedasticity between variables X and Y. To find out the influence of the use of *gadgets* as a medium of political communication on the political-cultural orientation of students, a hypothesis test was carried out with a simple linear regression analysis The first hypothesis states that "The use of *gadgets* as a medium of political communication influences the political-cultural orientation of high school students". The hypothesis was tested using a simple regression analysis using *spss 25.0*. Based on the results of the hypothesis test that has been carried out, a summary of the output as in table 6 is obtained. With the help of the program Statistics (SPSS) *for windows,* 25 obtained a summary of the results of simple linear regression analysis in the following table.

Table 6. Simple Linear Regression Analysis Results

Variable	Regression Coefficient (B)	T count	Sig. t	Information
Constant	43,909	7,287	0,000	
Use of *Gadgets* (X)	0,209	6,398	0,000	Significant
R Square	0,106			

(Source: Primary data processed, 2021)

From table 6, *an output* was obtained that showed the value of the constant regression coefficient for the variable of using gadgets as a political communication medium was 43.909, while the value of the regression coefficient of the use of gadgets as a political communication medium was 0.209. Thus a linear regression equation can be made that refers to the data above with the formula, as follows.$Y = a + b1.X_1$

$$\boldsymbol{Y = 43,909 + 0,209.X1}$$

Information:
Y is a political-cultural orientation and is a score of the use of X_1*gadgets* as a medium of political communication.

The value of the constant regression coefficient is 43.909, which means that the political-cultural orientation will have a value of 43.909 if the use of *gadgets* as a political communication medium is equal to zero, this shows that the student's political-cultural orientation decreases if there is no use of *gadgets* as a political communication medium. The regression coefficient of the variable using *gadgets* as a political communication medium which shows a number of 0.209, means that every addition of one point to the variable of using *gadgets* as a medium of political communication will increase the student's political-cultural orientation by 0.209 times. From the output that has been produced showing a significance value *(sig)* of 0.000, this value is much smaller when compared to 0.05, it can be concluded that the influence of the use of *gadgets* as a medium of political communication on the political-cultural orientation of students is significant.

Based on the equation above, it can be interpreted that the regression coefficient of the variable of using *gadgets* as a medium of political communication () has a positive sign with a value of 0.209, this contains the implication that the variables of gadget use X_1 as a political communication medium is in the same direction as the variables of political-cultural orientation, so it can be said that the variables of *gadget* use as a medium of political communication have a positive influence on the political-cultural orientation that high school students have.

Researchers perform hypothesis testing using the T-test to find out whether the proposed hypothesis is accepted or rejected. In the T-Test, it can be known whether the free variable (the use of *gadgets* as a medium of political communication) has a real influence on the bound variable (the political-cultural orientation of the student). Based on the above data, it is known that the output result of the t-count is 6,398 at the sig level. 0.000. This shows that the t-count value of 6.398 at probability 0.05 (95%) with a df value of 347 obtained a t-table value of 1.6499.

Testing using the T-test is carried out provided that if t-count > t-table and sig. < 0.05 then it is rejected and accepted and if the t-count < t-table and sig > 0.05 then it is accepted and rejected. From the above output results, it can be seen that the t-count value > the t-table with a value of 6.398 > 1.6944 and a sig. < 0.05 with a value of 0.000 < 0.05. From these equations, it can be concluded that it is rejected and accepted.$H_0H_1H_0H_1H_0H_1$

The next test is to find out the contribution of the free variable to the bound variable, by looking at the coefficient of determination. Based on the above outputs it is known that the coefficient of determination is 0.106. This shows that 10.6% of the variance in variables (bound to political-cultural orientation) can be explained by bound variables (the use of R^2R^2*gadgets* as a medium of political communication), while the remaining 89.4% is influenced by variables not described in this model. Thus the second hypothesis that states "the use of *gadgets* as a medium of political communication has an influence on the political-cultural orientation of high school students in East Lampung Regency" is accepted.

Based on the results of the analysis carried out on the variables of the use of *gadgets* as a medium of political communication, it shows that respondents are at a high level in the use of *gadgets* as a medium of political communication. Meanwhile, in the results of the data analysis that has been carried out, researchers found that the political culture of students is in a high category which indicates that students are at the level of participant political culture. To determine the influence between these two variables, testing is carried out through a simple regression test. In simple regression testing between *gadget variables* as a political communication medium and political culture it was found that there was a significant influence between the variables of gadget use as a political communication medium and the political-cultural orientation of students.

So it can be concluded that the use of *gadgets* as a medium of political communication has a positive influence on the political culture owned by students. This proves that information and communication technology in this case is the use of *gadgets* as a medium of political communication needed in the process of socialization and political communication among adolescents at the age of novice voters. Gadgets have proven effective in bringing the political culture of novice voters to the participant category, to enter this category a novice voter must have proficiency in three aspects, namely, cognitive orientation, affective orientation, and evaluative orientation towards the system the world of politics in Indonesia.

According to Arifin, (2011: 157), the use of media in the process of political communication and forms of political communication applications such as rhetoric, agitation, propaganda, and political campaigns do not directly have an impact on the political behavior of citizens but it will tend to influence citizens in organizing political images such as perspectives, perspectives and assessments of citizens towards political parties or candidates in the electoral process. Babadac (2016: 11-12) in his research affirms the assumption that adolescents are easily influenced by the media as well as the influence of peers, when they begin to be interested in the world of politics, and want a variety of adequate information about various events, policies and political activities. The Internet gives everyone access to provide unlimited information that can be used as material and their reference in action.

Gadgets become a medium that connects the government and citizens without having to meet face to face, through *gadgets* citizens can convey protests or responses to policies taken by the government. So that the process of conveying people's aspirations can be carried out through digital mechanisms. According to Sasaki (2016: 16-17) in politics, there is an imbalance between the educated and the less educated causing some individuals with a broader level of education to have more ability to influence the political process compared to those who do not have a good level of education. *Gadgets* claim that as an information and communication technology, it is able to have a positive effect on various groups of society, both those who are educated and those who are less educated with various sophistication in it. *Gadgets* as a medium of political communication between the people and the government have a very significant role in improving the political culture of novice voters. This is inseparable from the services or applications available in it that are able to make a citizen access and obtain information efficiently and quickly through one tool only.

Gadgets are able to do all of these things because they are supported by various capable features such as social media, web browsing, Youtube, and various other supporting application features, as well as adequate internet access speeds. Caliendo, Chod & Muck (2016: 15) posit that Twitter has the ability to be a powerful mechanism for nurturing civic engagement. Using Twitter in the classroom is a way to hone civic commitments and be able to encourage others in the community to work together. Based on the results of research by Caliendo, Chod & Muck (2016: 15) students who enjoy using Twitter, feel an increase in their interest in politics, public policy, or political science. In fact, the student revealed that the use of Twitter did help him learn and get involved in what and how politics is going on in government. In this case, the use of Twitter helps students get thorough information about government conditions.The results of this study are supported by research conducted by Hong, Lin & Ang (2015: 129 -130) in his meeting stated that the internet has become an influential platform to spread diverse political perspectives and promote democracy carried out on the use of the internet in Singapore. From the analysis of the data it was found that the Internet affects the intentions of users related to politics, the more people know about the politics of websites and blogs, the more likely it is to develop democracy through Internet technology. Apart from the perceived ease of use, there are five main factors that cause resistance to the use of the internet as a medium of political communication: perception of usefulness, realization, perception of ease of use, peer influence, and conflict. But with proper use, this can be addressed early in an effort to promote democracy.

Subsequent research was conducted by Kamau (2017: 135) on 600 social media users to examine the relationship between social media use and political engagement among youth in Kenya. This study revealed that social media will continue to play a central role in the political campaign process. The study has proven that social media is beneficial in increasing political knowledge, facilitating political discussions between users, enabling interaction between voters and candidates, and diffusion of political messages, all targeted at influencing voters' political decisions in voting. While social media does not seem to have a major direct impact on the political choices of users, they are more shaping and directing public opinion, guiding *online* conversations, amplifying political messages, and spreading propaganda.

Ding (2015 17-18) also provides evidence that information and communication technology or the use of gadgets can have a significant effect on the politics of a country and have a good effect on democratization in society. In his research, he found evidence that the information and communication technology (ICT) revolution in China has brought two important things to change the country-people relations in the country. First, the diffusion of skillful thinking through ICT and the resulting information disclosure has led to the decentralization of information and the diversification of public opinion in Chinese society. Second, smart handling through ICT has changed organization, a form of political mobilization, and participation in Chinese politics. There are two scenarios in which China's information Revolution could facilitate the country's movement toward future democratization. First, if Chinese civil society continues to develop and ICT in China is mobilized and organized for the better, Chinese society will be able to break away from the dominance of authoritarian states. Second, if the Chinese government becomes more enlightened amid the country's economic modernization and the later information revolution, as predicted, an enlightened authoritarian government will make politics need adjustments to channel and respond to economic development triggered by social and political change.

CONCLUSION

Based on the results of research and discussion, it can be concluded that the use of *gadgets* as a medium of political communication can affect the political-cultural orientation of students in East Lampung Regency. From the results of the study, it can be seen that the formation of the political-cultural orientation of students can be categorized as high. The use of gadgets as a medium of political communication can improve the orientation of students' political culture both affectively, cognitively, and evaluatively. Gadgets become a medium of political communication between the people and the government, every citizen can give his opinion through various features such as social media, *websites,* and *YouTube* to respond to every policy or political scandal that is happening. Through the various *platforms* provided by each individual, it can open up spaces for discussion, exchange of information, and insights that have a wide scope because gadgets are not limited to regional zones, gadgets become an alternative for individuals to engage in political affairs virtually. From these various uses, gadgets as a medium of political communication can help the government to build a better political culture.

REFERENCE

Arifin, A. (2011). *Political Communication: Philosophy – Paradigm – Theory – Objectives – Strategy and Political Communication of Indonesia*. Yogyakarta: Graha Ilmu.

Azwar, S. (2010). *Research Methods*. Yogyakarta: Offset Student Library.

Babadac, A. (2016). Media Impact On Youth Political Culture In Present-Day Romania. *Journal of Contemporary Central and Eastern Europe*. Vol. 24, No. 1, 3–15. DOI.org/10.1080/0965156X.2015.1116803.

Ghozali, I. (2012). *Multivariate Analysis Applications With IBM SPSS Programs.* Yogyakarta: Diponegoro University.

Hartono. (2015). *Statistics For Research.* Yogyakarta: Student Library.

Indonesian Internet Service Providers Association. (2017). *Penetration and Behavior of Internet Users in Indonesia*. Jakarta: Technopreneur.

Indonesian Telematics Society. (2017). *National Hoax Outbreak*. Jakarta: MASTEL.

Kamau, S . (2017). Democratic Engagement In The Digital Age: Youth, Social Media And Participatory Politics In Kenya. *Communication*, 43:2, 128-146, DOI: 10.1080/02500167.2017.1327874

Kweit, M., Kweit, R. (1986). *Concepts and Methods of Political Analysis*. Jakarta: Bina Aksara Publishers.

Merrin, W. (2014). The Rise Of The Gadget And Hyperludic Me-Dia. *Cultural Politics*. Vol. 10, Issue 1, pp. 1-20. Published by Duke University Press.

Priyatno, D. (2009). 5 Hours of Learning to Process Data With SPSS 17. Yogyakarta: Andi.

Rakhmat, J. (2011). *Communicator Political Communication, Messaging, And Media.* Bandung: PT Remaja Rosdakarya.

Sasaki, F. (2016). Does Internet Use Provide A Deeper Sense Of Political Empowerment To The Less Educated?, *Information, Communication & Society*, DOI: 10.1080/1369118X.2016.1229005

Sheng Ding. (2015). Modernization Without Democratization In The Digital Age: China's Micromanagement of Its Contentious State–Society Relations. *Asian Journal of Political Science*, 23:1, 1-22, DOI: 10.1080/02185377.2014.1002852.

Stephen M. C., Suzanne, C & Muck, W. (2016): Using Twitter to Increase Political Interest in Undergraduate Students. *Journal of Political Science Education*. http://dx.doi.org/10.1080/15512169.2015.1082476.hal

Sugiyono. (2012*). Quantitative, Qualitative, And R&D Research Methods*. Bandung: Alphabet CV.

Williams, B & Sawyer, S. (2011). *Using Information Technology: A Practical Introduction to Computers & Communications. (9th Edition)*. New York: McGraw-Hill.

Yah-Huei Hong, Trisha T. C. Lin & Peng Hwa Ang. (2015). Innovation Resistance of Political Websites and Blogs among Internet Users in Singapore. *Journal of Comparative Asian Development*, 14:1, 110-136, DOI: 10.1080/15339114.2015.1004825.