

## Parenting Training About Educating Children in the Digital Age at Gereja Utusan Pantekosta “Harvest” Madiun

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### Abstract

Gaget is a child's problem at this time and on the other hand, parents are busy with their own activities and let their children get addicted to gadgets. Thus, the purpose of this PkM is to conduct parenting training for parents about educating children. The method used is seminars. While the results of PkM are increasing parents' awareness of how gadgets affect children, and how to overcome children's addiction to gadgets and apply parenting according to the God's Word.

**Keywords:** parenting, gadget, educating children, parents.

### INTRODUCTION

Gadgets have become excellent products, even an integral part of human life. The more complete the applications and features are, the more functions they have, the more useful they become, the more humans depend on them. Try what happens when the smartphone is left behind? When a child's gadget is released, they can have tantrums and get emotional out of control. So there is talk that even some regions have issued a ban on selfie teachers, selfies are forbidden and schools are prohibited from bringing gadgets. But in other parts of the world, playgroup children are given tablets and become learning tools.<sup>1</sup>

When the math olympiad champion is interviewed, and asked why he is so smart? He replied because playing games!<sup>2</sup> Where is he good at English? From gadgets! So... are gadgets good or bad? If a generation is a generation with special characteristics, then in the past it was a different century and then it was called a different generation. But along

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<sup>1</sup> Zam, Din, and Ong, “Guru Dan Siswa Dilarang Bawa Handphone,” Radar Jogja, 2016, <https://radarjogja.jawapos.com/bantul/2016/06/02/guru-dan-siswa-dilarang-bawa-handphone/>.

<sup>2</sup> Jarot Wijanarko and Esther Setiawati, *Ayah Ibu Baik. Parenting Era Digital: Pengaruh Gadget Pada Perilaku Dan Kemampuan Anak Menjadi Orang Tua Bijak Di Era Digital*, ed. Iswahyudi, 1st ed. (Tangerang: Happy Holy Kids, 2016).

with the development of an increasingly modern life, a generation of the next generation appears more quickly. Children who are currently under 6 years old are called the Alpha generation, those aged 6-20 years are generation Z, 20-35 years are generation Y, 35-50/55 years are generation X and 50/55-70 years are baby boomers. etc. This has an impact on family behavior, where in one house, three different generations live, not a matter of different ages, but different mindsets, different behaviors, likes and fears, different dreams and life values.<sup>3</sup> Differences certainly lead to generation gaps, communication conflicts, to the destruction of a family.

That is why, today's parental challenges are much tougher than previous generations. But we believe, even though being a perfect parent is an impossibility, being a better parent over time is a certainty, and it can be. Not all can be parents who are rich, famous and great, but all can be good parents, especially if they apply the principles of God's Word in parenting in this digital era. The purpose of this Community Service (PkM) activity is (1) To increase knowledge to parents in Madiun GUP, about the influence of the digital world on children and how to react to it. (2) Parents at GUP Harvest, Madiun can find out the positive and negative impacts of gadgets and the internet. (3) Parents at GUP Harvest, Madiun can find out the effect of gadgets on children's behavior and children's abilities. (4) Parents in GUP Harvest, Madiun can apply parenting patterns according to God's Word.

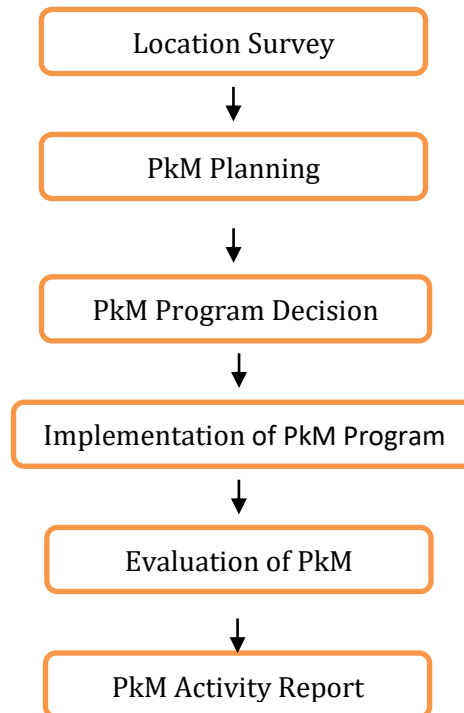
## **METHODS**

This Community Service Activity (PkM) was carried out on December 13 2019 to December 15 2019 at the Madiun "Harvest" Pentecostal Missionary Church, Jl. Cokroaminoto No. 85, Keron, Kec. Park, City of Madiun, East Java. The activity participants consisted of 250 parents, Sunday school teachers, PAUD teachers. The PkM activity design consists of several steps, namely first, conducting a location survey and communicating with GUP Harvest Madiun. Second, planning the day, date and time for the implementation of this PkM activity. Third, the determination and promotion or

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<sup>3</sup> Jawahir Gustav Rizal, "Mengenai Apa Itu Generasi Baby Boomers, X, Y, Z, Millenials, Dan Alpha," Kompas.com, 2021, <https://www.brainacademy.id/blog/karakteristik-generasi-boomers-x-y-z-alpha>; Tiara Syabanira Dewantari, "Mengenai Generasi Boomers, X, Y, Z, Dan Alpha, Seperti Apa Kepribadiannya?," Brain Academy, 2022, <https://www.brainacademy.id/blog/karakteristik-generasi-boomers-x-y-z-alpha>.

socialization of PkM activities. Fourth, Implementation of PkM and Fifth, Evaluation of PkM activities. The PkM design is illustrated by the figure, as follows:



## RESULT

### Magic Gadgets

A gadget or in Indonesian, a gadget is a device or instrument that has practical purposes and functions that are specifically designed to be more sophisticated than the technology created before. I will still use the term gadget, because it is better known than gadgets. Gadgets, whether laptops, iPads, tablets or smartphones, are technological tools that contain various applications and information about everything in this world.<sup>4</sup> Gadgets really become magical objects, smart, and useful in many ways such as; taking care of tickets, hotels, e-mails, watching movies, looking for addresses (maps), ordering food, buying goods, monitoring the condition of our homes, our children's schools or companies, factories and others from anywhere on this earth.

Gadgets can help life in many ways, starting from looking for various information about anything in this world, buying anything in the world, looking for old or new

<sup>4</sup> Dwi Meinanto, Bobby Kurnia Putrawan, and Amran Simangunsong, "Degradasi Moral Generasi Z: Suatu Tinjauan Etis Teologis Terhadap Penggunaan Internet," *IMMANUEL: Jurnal Teologi Dan Pendidikan Kristen* 3, no. 1 (2022): 21–34, <https://doi.org/https://doi.org/10.46305/im.v3i1.86>.

acquaintances, building networks or brands, making investments, and managing business both promotion, branding, marketing, sales and various other needs are enough from gadgets.<sup>5</sup> Gadgets are a new technology where everyone can be one step ahead than yesterday. After all, gadgets are needed, making life easier and having a positive effect on mankind. Through gadgets, communication becomes easy and inexpensive, and what is more important is how to use gadgets to influence people's social behavior well.



Figure 1. Initial Parenting Meeting to Educate Children in the Digital Age

Modern society, including children, cannot be separated from gadgets. Gadgets do have positive effects for children, being interesting learning media, learning English easier, increasing logic through educational interactive games. They can study various subjects, look for journals, study materials, science, find out that there is homework (homework), send assignments, class schedules, all can be via gadgets. Nowadays it is no longer strange to see small children aged under five using gadgets.<sup>6</sup> Gadgets are magic objects that contain various applications and programs that have become close friends for children, even as if they can bewitch them to sit sweetly for hours with gadgets. However, gadgets also contain games that are destructive, pornography and wrong

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<sup>5</sup> Chinnasamy Agamudainambhi Malarvizhi et al., "Modelling the Significance of Social Media Marketing Activities, Brand Equity and Loyalty to Predict Consumers' Willingness to Pay Premium Price for Portable Tech Gadgets," *Heliyon* 8, no. 8 (August 2022): e10145, <https://doi.org/10.1016/j.heliyon.2022.e10145>; Linda D. Hollebeek and Keith Macky, "Digital Content Marketing's Role in Fostering Consumer Engagement, Trust, and Value: Framework, Fundamental Propositions, and Implications," *Journal of Interactive Marketing* 45 (February 2019): 27–41, <https://doi.org/10.1016/j.intmar.2018.07.003>.

<sup>6</sup> Zarina Mohd Zain et al., "Gadgets and Their Impact on Child Development," in *International Academic Symposium of Social Science 2022* (Basel Switzerland: MDPI, 2022), 6, <https://doi.org/10.3390/proceedings2022082006>; Livia Calorina, Pawito Pawito, and Hanung Prasetya, "The Effect of Gadget Use on Child Development: A Path Analysis Evidence from Melawi, West Kalimantan," *Journal of Maternal and Child Health* 5, no. 1 (2021): 110–19, <https://doi.org/10.26911/thejmch.2020.05.01.12>; Andri Nugraha et al., "The Effect of Gadget on Speech Development of Toddlers," *Journal of Physics: Conference Series* 1175 (March 2019): 012203, <https://doi.org/10.1088/1742-6596/1175/1/012203>.

teachings, even heretical or demonic teachings, all of which are available and within easy and fast access within seconds. Excessive use of gadgets (addiction), especially for bad content, such as violence (games and movies) and pornography, is believed to negatively affect both children's behavior and children's abilities, even damaging the brain permanently.<sup>7</sup>

It should be noted that a very sensitive period of child development is at the age of 1-5 years, early childhood, so it is often called the golden age. At this time all aspects of intelligence development, namely intellectual, emotional, and spiritual intelligence experienced extraordinary developments, forming patterns or foundations that would influence and determine further developments.<sup>8</sup> When children are at the golden age, they become reliable imitators.<sup>9</sup> They are smarter than we think, smarter than they look, so don't underestimate children at that age. If children at an early age are given gadgets as toys, then it will affect the process of acquiring their language (imitating harsh or inappropriate remarks) and what is more worrying is the disruption to the child's social-emotional development. What is certain is that gadgets have caused grandparents, parents and children to have communication gaps, cultural gaps, behavioral gaps and others which are called generation gaps.

### Use of Gadgets

In Indonesia, according to an information technology expert from the Institut Teknologi Bandung (ITB), Dimitri Mahayana, around 5-10 percent of gadget maniacs are used to touching their gadgets 100-200 times a day. If the effective time for humans to be active is 16 hours or 960 minutes a day, then people who are addicted to gadgets will touch their devices every 4.8 minutes.<sup>10</sup> Indonesia has now even become one of the countries with the largest Facebook, Twitter and Whastapp users in the world, each of which has 51 million users. This is the enjoyment of 21st century worldlings. Distance

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<sup>7</sup> Wijanarko and Setiawati, *Ayah Ibu Baik. Parenting Era Digital: Pengaruh Gadget Pada Perilaku Dan Kemampuan Anak Menjadi Orang Tua Bijak Di Era Digital*.

<sup>8</sup> Wijanarko and Setiawati; Loeziana Uce, "The Golden Age: Masa Efektif Merancang Kualitas Anak," *Bunayya: Jurnal Pendidikan Anak* 1, no. 2 (2017): 77-92, <https://www.jurnal.ar-raniry.ac.id/index.php/bunayya/article/viewFile/1322/982>.

<sup>9</sup> Khairani Wirsa and Saridewi, "Studi Deskriptif Pengaruh Metode Bercerita Bilingual Terhadap Minat Belajar Anak Usia Dini," *GOLDEN AGE: Jurnal Ilmiah Tumbuh Kembang Anak Usia Dini* 5, no. 2 (2020): 71-76, <https://doi.org/https://doi.org/10.14421/jga.2020.52-04>; Uce, "The Golden Age: Masa Efektif Merancang Kualitas Anak."

<sup>10</sup> Jarot Wijanarko, *Mendidik Anak Dengan Hati* (Jakarta: Keluarga Indonesia Bahagia, 2018).

and time seem to be killed by this kind of information technology advancement. In Indonesia, if in 2012 only 27 percent of children under five used gadgets, in 2014, the number increased to 73 percent.<sup>11</sup>

Gadgets are not only circulating among adults, but also among early childhood (2-6 years). The use of gadgets by childhood, is not yet like adults for googling information on the web, blogs, playing stocks or for social networks such as Facebook, Instagram, Twitter, Line, WhatsApp, or various applications such as GoJek, Uber, Grab, but more for playing games, listening to songs or seeing movies. This device fever has been going on since 2008, when Facebook and mobile phone penetration in this country passed 50 percent to be precise.<sup>12</sup> Busy parents damage the attachment of the parent-child relationship, which is important in parenting. This means that there is a problem of excessive use of gadgets and has reduced productive time, either for work or for study.

What's in a gadget that can affect children so badly? So it can be said that there is everything, the whole world is in gadgets, both information, entertainment, friendship, business, lessons and educational and religious games (positive) so that what needs to be careful is games and violence and pornography which can have a negative impact. Most children use these devices to watch movies, songs, video clips, television programs, play games, and applications. The average duration of use is 2-3 hours. It is not surprising that the research also found that 4 to 6 out of 10 pre-school age children are very attached to television shows and applications on gadgets, so they are at high risk of experiencing addiction to electronic screens.<sup>13</sup> Playing for children has a very important meaning because through play children can channel all their desires and satisfaction, creativity and imagination, but unfortunately, now the environment for children's play has been replaced by gadgets, as children's closest friends.

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<sup>11</sup> Wijanarko.

<sup>12</sup> Anita Oktaviana, "Dampak Penggunaan Gadget Terhadap Interaksi Sosial Anak Usia Dini Perspektif Hadis," *KINDERGARTEN: Journal of Islamic Early Childhood Education* 4, no. 2 (2021): 145–53, <https://doi.org/http://dx.doi.org/10.24014/kjiece.v4i2.12544>; Ana Muttabiah, Ela Suryani, and Anni Malihatul Hawa, "Dampak Penggunaan Gadget Terhadap Interaksi Sosial Peserta Didik," *JANACITTA* 4, no. 2 (September 27, 2021), <https://doi.org/10.35473/jnctt.v4i2.1192>; Anang Sugeng Cahyono, "Pengaruh Media Sosial Terhadap Perubahan Sosial Masyarakat Di Indonesia," *Jurnal Publiciana* 9, no. 1 (2019): 140–57, <https://journal.unita.ac.id/index.php/publiciana/article/view/79>.

<sup>13</sup> Wijanarko and Setiawati, *Ayah Ibu Baik. Parenting Era Digital: Pengaruh Gadget Pada Perilaku Dan Kemampuan Anak Menjadi Orang Tua Bijak Di Era Digital*; Putri Hana Pebriana, "Analisis Penggunaan Gadget Terhadap Kemampuan Interaksi Sosial Pada Anak Usia Dini," *Jurnal Obsesi : Jurnal Pendidikan Anak Usia Dini* 1, no. 1 (June 10, 2017): 1, <https://doi.org/10.31004/obsesi.v1i1.26>; Zain et al., "Gadgets and Their Impact on Child Development."

## Educational Content

Educational content, can be in the form of movies, songs or games. Educational games are games accompanied by learning. Educational games (applications) are used to make the teaching and learning process more fun and not boring. Within these limits, gadgets still provide positive benefits for children. The touch screen can act as a touch learning medium, educational applications and games, can help children's non-verbal communication skills develop quickly. Not only for normal children, for those who suffer from mental disorders it can also be useful, as an interesting therapeutic tool.<sup>14</sup>

Even so, we remind parents not to let their children play gadgets alone, besides that the use of gadgets should not keep children from socializing with their surroundings, be it friends or family. The use of the right application for children's education is also highly recommended, don't choose the wrong application. To be safer, limit the use of gadgets to no more than 30 minutes per game, pause for a while by walking, moving, going to the toilet, moving your body or looking towards a distance to relax your eyes and body.

## Non-Educational Content

The games available on the gadget are not only educational, entertainment or fun games, but also (even more) games of violence or pornography. Research on children's enjoyment of playing games shows that children at all age levels prefer games that are not educational, but violent or violent. There are six factors that make someone play a game: the offer of freedom, the diversity of choices, the attractiveness of game elements, the interface, the challenges and accessibility. The negative influence on electronic games (games) is often associated with the type of game and the value of violence and pornography contained in the game. This type of game has a high potential to produce negative effects such as aggressive behavior on the players.<sup>15</sup>

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<sup>14</sup> Puji Asmaul Chusna, "Pengaruh Media Gadget Pada Perkembangan Karakter Anak," *Inamika Penelitian: Media Komunikasi Sosial Keagamaan* 17, no. 2 (2017): 315–30, <https://doi.org/https://doi.org/10.21274/dinamika.2017.17.2.315-330>; Nugraha et al., "The Effect of Gadget on Speech Development of Toddlers."

<sup>15</sup> Muhannad Quwaider, Abdullah Alabed, and Rehab Duwairi, "The Impact of Video Games on the Players Behaviors: A Survey," *Procedia Computer Science* 151 (2019): 575–82, <https://doi.org/10.1016/j.procs.2019.04.077>; Tobias Greitemeyer, "The Contagious Impact of Playing Violent Video Games on Aggression: Longitudinal Evidence," *Aggressive Behavior* 45, no. 6 (November 13, 2019): 635–42, <https://doi.org/10.1002/ab.21857>.

## **Pornographic Content**

Pornography is actually included in the category of 'non-educational content', but because of its unique nature, it is more addictive, its use is widespread, there are many types, ranging from pictures, news, films, to games with pornography, I will discuss pornography separately. Pornography causes addiction or addiction, namely repeated behavior to see things that stimulate sexual desire so that it can damage a person's mindset because he is unable to stop it. On the contrary, they want to see again and again and the level of pornography with a different pattern, which is harder, more bizarre to satisfy endless lust. As a result of pornography addiction, the negative impact is worse than drug addiction.<sup>16</sup>

## **Gadget Addicted Child**

Why are children addicted to gadgets? Apart from gadgets providing very interesting things, family and environmental conditions also trigger children's flight to gadgets. Children who are lonely and lack love from busy parents, children who are neglected by their friends, children who have barriers to socializing (whether due to physical, economic conditions, etc.), children who are bored with heavy burdens with assignments -school work, suddenly gets an exciting escape through gadgets.<sup>17</sup> Gadgets become friends, friends and family for children. Not all parents supervise their children when using gadgets so that most children operate gadgets in their bedrooms, and it is not detected what is accessed by children, and mostly access violent or pornographic games.<sup>18</sup>

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<sup>16</sup> Dyah Nawangsari, "Pola-Pola Sophistikasi Dalam Penyalahgunaan Gadget Di Kalangan Anak (Telaah Terhadap Penyimpangan Perilaku Anak Akibat Penggunaan Teknologi Informasi)," *An-Nisa: Jurnal Kajian Islam & Gender* 12, no. 1 (2019): 31–48, <https://doi.org/http://dx.doi.org/10.35719/ansa.v12i1.860>; Niken Musriyati, "Hasil Analisis Akses Pornografi Melalui Gadget Dengan Perilaku Seks Remaja Kelas X Di SMK Wikarya Karanganyar Results Analysis From Pornographic Access Through Gadget By Sex Teenage Behavior In SMk Wikarya Karanganyar," *Indonesian Journal of Medical Science* 4, no. 2 (2017): 225–31, <http://ejournal.poltekkesbhaktimulia.ac.id/index.php/ijms/article/view/121>.

<sup>17</sup> Febrino, "Tindakan Preventif Pengaruh Negatif Gadget Terhadap Anak," *NOURA: Jurnal Kajian Gender* 1, no. 1 (2017): 1–21, <https://doi.org/https://doi.org/10.32923/nou.v1i1.81>; Chusna, "Pengaruh Media Gadget Pada Perkembangan Karakter Anak."

<sup>18</sup> Quwaider, Alabed, and Duwairi, "The Impact of Video Games on the Players Behaviors: A Survey"; Musriyati, "Hasil Analisis Akses Pornografi Melalui Gadget Dengan Perilaku Seks Remaja Kelas X Di SMK Wikarya Karanganyar Results Analysis From Pornographic Access Through Gadget By Sex Teenage Behavior In SMk Wikarya Karanganyar"; Greitemeyer, "The Contagious Impact of Playing Violent Video Games on Aggression: Longitudinal Evidence."





Figures 2 and 3. PkM Participants Educating Children in the Digital Age.

There are three signs of a child addicted to gadgets, namely tantrums when asked to stop playing gadgets, not responding to calls (communication skills) while playing gadgets, and if they are already at school, their academic grades decrease, because they are not interested in school learning material.



Figure 4. Closing Section



Figure 5: the Committee

## DISCUSSION

Gadgets and Christian Faith What is the point of view of the Christian faith towards technology such as the internet and gadgets which cannot be denied all their positive functions, contain negative impacts, gadget addiction due to games, social media (social media) and/or pornography? Gadgets did not exist at the time the Bible was written, as did cigarettes or drugs, but with the same essence, we can approach drunkenness. Gadgets have an intoxicating effect of addiction. The image for the symptom of addiction can also be known from Bible times through the image of drunkenness (Proverbs 23:29-35). Gaming has an effect similar to that of wine, or of adultery and fornication, ancient forms of addiction that are intoxicating.

In the New Testament, for example, drunkenness is equated with sexual immorality, theft, greed, and selfish ambition. (1 Corinthians 5:11, 6:9-10, Galatians 5:19-

21). Addiction is defined as a complex, progressive, harmful, and often disabling attachment to a psychoactive substance (alcohol, heroin, other addictive substances) or behavior (sex, work, gambling) with which the individual compulsively seeks a change of mood.<sup>19</sup> Symptoms of behavior patterns to determine whether a person has been classified as an addict. Addiction symptoms include the following:

- a. The mind of internet addicts (gadgets) is constantly focused on internet activities and it is difficult to turn them in another direction.
- b. There is a tendency to use internet time (gadgets) which continues to increase in order to achieve the same level of satisfaction that has been felt before.
- c. The incident concerned repeatedly fails to control or stop internet (gadget) use.
- d. There is a feeling of discomfort, moodiness, or irritability/angry when the person concerned tries to stop using the internet (gadget).
- e. There is a tendency to stay on-line beyond the targeted time.

This definition gives an indication that addiction to various things has similar symptoms, only differs in terms of the object of addiction. Therefore, the pattern of internet and gadget addiction appears to be similar to the symptoms of addiction to psychoactive substances (drugs). Addiction to the internet (gadgets, social media) also has a big negative impact on the spiritual side, which can be detailed as follows:

### ***Personal damage.***

Internet addicts (gadgets) means surrendering life to the internet to control us, even though we should be the ones who make fun of it. This means that we have become servants of the internet. At the addiction level, a person is bound and cannot be separated from his gadget. Whereas we are asked to present our bodies as living sacrifices, which are holy and pleasing to God (Romans 12:1). In other words, to offer the body to something other than God is to give oneself up voluntarily to sin and lust (Romans 6:6). The internet and gadgets are a medium for addicts to inflame fantasies that are subject to the lusts of the flesh and self-worship. Some people find it difficult to refrain from sinful

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<sup>19</sup> Katti Sneed, Denise Keane, and Jason Pittman, "Social Work, Christianity, and Addictions: Relationships with God, Others, and Ourselves," *Social Work & Christianity* 46, no. 3 (September 21, 2019): 3–6, <https://doi.org/10.34043/swc.v46i3.87>; Kalis Stevanus and Vivilia Vivone Vriska Macarau, "Peran Pendidikan Agama Kristen Dalam Keluarga Terhadap Pembentukan Karakter Remaja Di Era 4.0," *Jurnal Dinamika Pendidikan* 14, no. 2 (2021): 117–30, <https://doi.org/https://doi.org/10.51212/jdp.v14i2.56>.

involvement with games on the internet, pornography to the impact of having an affair or uncleanness and fornication. Others are so obsessed with themselves that they make the internet a tower of Babel for themselves.<sup>20</sup>

Addiction to the internet (gadgets, social media) is contrary to aspects of the fruit of the Spirit, namely self-control (Galatians 5:19-21).<sup>21</sup> In addicts, self-control as if no longer in his own hands. No matter how hard he tries, the cycle of failure and success controls himself into a routine with a high rate of recurrence. The use of gadgets has made many people lose productive time. Furthermore, addiction can make a person develop bad traits, such as laziness, the habit of avoiding problems, fantasizing, not caring and being irresponsible, which ultimately damages the personality.

### ***Broken relationship with God***

The desire to go online (gadgets, social media) causes people to put aside attention to themselves and stay away from spiritual matters and their relationship with God is even more hampered, and they dissolve in sin. This shows that internet addiction is something that God hates,<sup>22</sup> especially when it involves pornography, the gratification of anger and hatred (violent games), online gambling, and the pursuit of popularity and self-interest alone. Of these the most harmful is pornography, due to its ease of access and easily attainable levels of additives. Pornography triggers other sins such as uncleanness (masturbation, masturbation), adultery and adultery due to pornography, free sex, pregnancy out of wedlock and abortion (which is the same as murder).<sup>23</sup>

### ***Damage to relationships with others***

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<sup>20</sup> Meinanto, Putrawan, and Simangunsong, "Degradasi Moral Generasi Z: Suatu Tinjauan Etis Teologis Terhadap Penggunaan Internet"; Stevanus and Vivone Vriska Macarau, "Peran Pendidikan Agama Kristen Dalam Keluarga Terhadap Pembentukan Karakter Remaja Di Era 4.0."

<sup>21</sup> Bex Lewis, "Social Media, Peer Surveillance, Spiritual Formation, and Mission: Practising Christian Faith in a Surveilled Public Space," *Surveillance & Society* 16, no. 4 (December 15, 2018): 517–32, <https://doi.org/10.24908/ss.v16i4.7650>; Meinanto, Putrawan, and Simangunsong, "Degradasi Moral Generasi Z: Suatu Tinjauan Etis Teologis Terhadap Penggunaan Internet."

<sup>22</sup> Wijanarko and Setiawati, *Ayah Ibu Baik. Parenting Era Digital: Pengaruh Gadget Pada Perilaku Dan Kemampuan Anak Menjadi Orang Tua Bijak Di Era Digital*.

<sup>23</sup> Meinanto, Putrawan, and Simangunsong, "Degradasi Moral Generasi Z: Suatu Tinjauan Etis Teologis Terhadap Penggunaan Internet"; Musriyati, "Hasil Analisis Akses Pornografi Melalui Gadget Dengan Perilaku Seks Remaja Kelas X Di SMK Wikarya Karanganyar Results Analysis From Pornographic Access Through Gadget By Sex Teenage Behavior In SMK Wikarya Karanganyar."

Addiction makes the addict's relationship with other people worse. The attention of addicts who are solely focused on self-gratification and the internet (gadgets) makes them less concerned about the needs of others. He tends to be preoccupied with his own world. According to Edward T. Welch, one of the main characteristics of addicts is blaming others, and failing to build relationships. It is certain that addicts cannot fulfill the commandment to love others because of their addiction. From this point of view, gadgets are a bad thing when they reach the level of addiction.<sup>24</sup>

### ***Gadgets and Child Behavior***

Gadgets have changed children's behavior. Many behaviors are deviant or have increased, and are reported to be related to the use of gadgets. People who are addicted to the internet (gadgets), will experience some of the following deviant behaviors: addicts often start the addiction process with lies. From the data that can be obtained, it appears that approximately 50% of people lie about their age, body weight, occupation, marital status, and also their gender. Next is to experiment and try to weaken the possible consequences of that addiction, for example that addiction causes a decline in study grades and damage to relationships with family or close friends. At this stage, it is perceived that everything is still under control, the feeling that I can handle it.<sup>25</sup>

There are two symptoms that always appear in addicts, namely the tolerance effect and withdrawal syndrome. What is meant by the tolerance effect is the trend of increasing internet access time and increasing degree of pornographic content or (violent games), so that addicts get the same effect or feeling of pleasure and arousal as before. Whereas withdrawal syndrome is a feeling of extreme discomfort and anxiety when addicts cannot or experience obstacles to accessing the internet. These two symptoms explain why addicts often don't get better, instead becoming more and more shackled by a deeper and deeper addiction over time. The following are behaviors that can be affected by the use of gadgets if gadgets are used excessively, for non-educational content:<sup>26</sup>

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<sup>24</sup> Wijanarko and Setiawati, *Ayah Ibu Baik. Parenting Era Digital: Pengaruh Gadget Pada Perilaku Dan Kemampuan Anak Menjadi Orang Tua Bijak Di Era Digital*.

<sup>25</sup> Wijanarko, *Mendidik Anak Dengan Hati*.

<sup>26</sup> Wijanarko and Setiawati, *Ayah Ibu Baik. Parenting Era Digital: Pengaruh Gadget Pada Perilaku Dan Kemampuan Anak Menjadi Orang Tua Bijak Di Era Digital*; Munisa, "Pengaruh Penggunaan Gadget Terhadap Interaksi Sosial Anak Usia Dini Di TK Panca Budi Medan," *Jurnal Ilmiah Abdi Ilmu* 13, no. 1 (2020): 102–14, <https://jurnal.pancabudi.ac.id/index.php/abdiilmu/article/view/896>; Pebriana, "Analisis Penggunaan Gadget Terhadap Kemampuan Interaksi Sosial Pada Anak Usia Dini."

### ***Emotional Behavior***

A child is considered to have gone too far with gadgets if playing with gadgets for more than two hours a day, and if the gadget is taken the child will get very angry, cry excessively or scream (tantrums). The attention of a gadget addict will only be focused on the virtual world, and if he is separated from the gadget, then a feeling of anxiety will appear, confused 'bete' (bad tempered). They can't stand being parted with their gadgets for long. Children are used to using gadgets, to fill in activities, sources of comfort, information, activities and even as intimate loyal friends, so without gadgets, something is missing in their life. Children nowadays are not afraid of demons, but are afraid of no wifi, afraid of low battery or blank areas.<sup>27</sup>

One of the signs of a child being addicted to gadgets is that their academic grades are declining. Parents must have power when the child is showing symptoms of addiction. One way is to define new rules. Don't be afraid of child tantrums and so on. Precisely parents who must dare to control it. If the first signs of addiction have started to appear, then immediately start the 'positive parenting' program to become wise parents.

### ***Social Behavior***

The most obvious impact of gadgets on children is the decrease in social skills. Children who are too engrossed in playing with gadgets don't care about their surroundings, so they don't understand the ethics of socializing. In addition, children who access networking sites in cyberspace excessively can also make children think that looking for friends can be done through the internet, and forget friends in their surroundings. If for most children, playing is fun, but not so for children who play gadgets. Children now seem to be very preoccupied and enjoy solitude (of course with gadgets) and don't care about friends and have no desire or need to hang out with others.<sup>28</sup>

Children come home from school, immediately look for gadgets, true friends, and are engrossed in a room alone and really enjoy it. Invitations to talk or joint activities by

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<sup>27</sup> Febrino, "Tindakan Preventif Pengaruh Negatif Gadget Terhadap Anak"; Muttabiah, Suryani, and Malihatul Hawa, "Dampak Penggunaan Gadget Terhadap Interaksi Sosial Peserta Didik."

<sup>28</sup> Oktaviana, "Dampak Penggunaan Gadget Terhadap Interaksi Sosial Anak Usia Dini Perspektif Hadis"; Yummi Ariston and Frahasini Frahasini, "Dampak Penggunaan Gadget Bagi Perkembangan Sosial Anak Sekolah Dasar," *Journal of Educational Review and Research* 1, no. 2 (December 31, 2018): 86, <https://doi.org/10.26737/jerr.v1i2.1675>.

parents (at home), or by friends and teachers (at school) are not responded to as friendliness or familiarity, but as 'inquisitive' or self-inquisitive and 'exaggerated' attitude of wanting to be intimate. A social value that has shifted. Kompas publishes the journal *Infant Behavior and Development* which explains that the longer the duration of a child's interaction with electronic devices, the more severe the disorder they experience, and the more passive the child will become. The researchers also believe that if children are increasingly dependent on electronic devices, then their relationship with their parents will be stretched and can cause delays in the development of these social behaviors.<sup>29</sup>

Therefore, it is important for parents to keep interacting with children. The tips are to do small talk or read bedtime stories so that children can interact with you. Telling stories to children, not just telling stories, the most important part is building close communication and relationships with children. Children will enjoy relationships with parents, and develop social skills.

#### *Violent or Aggressive Behavior*

The effect of gadgets on increasing acts of violence against children is mostly experienced by boys. Why boys? Because they are more aggressive and their emotional level is not under control. So that fellow boys often fight. Today's children are not less intelligent, but less able to control their emotions. Accustomed to playing games in gadgets that only vary around numbers, logic, speed but without caring about the consequences or influence on friends, because the opponent is a tool. The habit of parents who are busy and give whatever the child wants rather than bother the child, makes children grow that whatever they want must be obeyed. This is a matter of emotional ability (ESQ – Emotional Spiritual Quotient), which will also trigger violent behavior.<sup>30</sup>

The prevalence of violent and destructive aggression (vandalism) has an increasing trend, occurring more in urban areas. One of the triggers is technological

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<sup>29</sup> Kompas.com, "Pencabulan Oleh Guru Agama Di SMPN Tangerang Terungkap Saat Orangtua Korban Melapor Ke Sekolah," n.d.; Musriyati, "Hasil Analisis Akses Pornografi Melalui Gadget Dengan Perilaku Seks Remaja Kelas X Di SMK Wikarya Karanganyar Results Analysis From Pornographic Access Through Gadget By Sex Teenage Behavior In SMk Wikarya Karanganyar."

<sup>30</sup> Greitemeyer, "The Contagious Impact of Playing Violent Video Games on Aggression: Longitudinal Evidence"; Pebriana, "Analisis Penggunaan Gadget Terhadap Kemampuan Interaksi Sosial Pada Anak Usia Dini"; Quwaider, Alabed, and Duwairi, "The Impact of Video Games on the Players Behaviors: A Survey."

progress, such as the use of gadgets for violent and pornographic content, the rise of social media and the consequences of using it without supervision or assistance. Unknowingly, little by little the child's behavior changes, from tantrums, lazy socializing, mild violence to becoming a habit. If it continues in the long term, this can become a child's character.

### *Lazy Behavior and Obesity*

According to a study conducted by experts from the University of Virginia, United States, kindergarten students who play gadgets for 1-3 hours a day tend to have an increased risk of obesity by up to 30 percent. The longer the duration of the child's interaction with electronic devices, the more severe the disturbance they experience. In fact, it is known that obesity in children increases the risk of stroke and heart disease thereby reducing life expectancy.<sup>31</sup>

Several studies have shown that too often interact with electronic devices, children will tend to be passive or lazy, lazy to move, lazy to play, lazy to exercise, lazy to leave the house (play outside) and other passive forms. This will make children lazy and potentially obese. This kind of behavior also replaces other important activities, especially moving activities that are important for health, as well as social activities.

### *Sleep and Study Behavior*

Not all parents supervise their children when using gadgets, so most children operate gadgets in their bedrooms. A study found that 75 percent of children using gadgets in the bedroom experienced sleep disturbances which resulted in a decrease in their learning achievement. A survey conducted by The National Sleep Foundation (NSF) of 1,100 parents of children aged 6-17 years revealed that children sleep less than recommended. According to The U.S. National Heart, Lung and Blood Institute, early childhood to elementary school children, need about 8-9 hours of sleep each day. Meanwhile, teenagers need about 7 to 8 hours of sleep time and adults 6-7 hours.<sup>32</sup>

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<sup>31</sup> Wijanarko, *Mendidik Anak Dengan Hati*.

<sup>32</sup> Max Hirshkowitz et al., "National Sleep Foundation's Sleep Time Duration Recommendations: Methodology and Results Summary," *Sleep Health* 1, no. 1 (March 2015): 40-43, <https://doi.org/10.1016/j.sleh.2014.12.010>.

Research involving 2050 children by The Seattle Children's Institute in America states, watching any program on a tablet or television after 7 pm, can cause children aged 3-5 years to have trouble sleeping, nightmares, and fatigue when they wake up. It's as if today's children sleep late at night, wake up later than previous generations.<sup>33</sup> Being engrossed in gadgets makes his drowsiness disappear. Adolescents who still bring their gadgets to bed have reduced sleep time, change study patterns, are sleepy during the day, sleepy in class, daydream during the day, disrupt learning patterns, are slow in school activities, have difficulty concentrating and of course affect their abilities. child.

Limiting the use of gadgets can improve the quality of children's sleep. However, parents should not only apply the rules, but also set an example of limiting the use of gadgets. Moreover, according to the survey, children who have video games, laptops or smartphones in their rooms are those whose parents also often play gadgets in their rooms. Therefore it is recommended that your child or yourself play gadgets, ending 2 hours before bedtime. Therefore the last 2 hours before going to bed is the time set aside for studying, reading books or other knowledge, doing schoolwork, writing books, writing diaries, making lists to be done tomorrow, talking or telling light things, chatting with family , then ends with a prayer or family altar then enjoy quality sleep.

### *Gadgets and Children's Capabilities*

Parents often feel guilty when they are busy all day and give gadgets to keep their children entertained and entertained. Even though using gadgets for too long can damage some children's abilities. Gadgets have a good effect on certain abilities, but also have a bad effect on other abilities. Therefore parents must be careful, the use of gadgets can make a child logically intelligent, but not necessarily emotionally intelligent. Following are further details of the influence of gadgets on various types of children's abilities specifically.<sup>34</sup>

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<sup>33</sup> Wijanarko and Setiawati, *Ayah Ibu Baik. Parenting Era Digital: Pengaruh Gadget Pada Perilaku Dan Kemampuan Anak Menjadi Orang Tua Bijak Di Era Digital*.

<sup>34</sup> Christiani Hutabarat et al., "The Role of Parents in Building Children's Character at Home During the Covid-19 Pandemic," *RERUM: Journal of Biblical Practice* 1, no. 1 (2021): 63–75, <https://doi.org/https://doi.org/10.55076/rerum.v1i1.14>; Christiani Hutabarat and Bobby Kurnia Putrawan, "Pengantar Pola Asuh Orang Tua Dalam Keluarga Kristen," *PNEUMATIKOS: Jurnal Teologi Kependetaan* 11, no. 2 (2021): 84–94, <https://stapin.ac.id/e-journal/index.php/pneumatikos/article/view/28>; Sutrisno and Christiani Hutabarat, "Orang Tua Dan Teman Bermain Terhadap Perkembangan Sosial Anak," *QUAERENS: Journal of Theology and Christianity Studies* 1, no. 1 (2019): 28–55, <https://doi.org/https://doi.org/10.46362/quaerens.v1i1.15>.



### *Cognitive Ability - Academic*

Today's children are intellectually intelligent and their insights are very broad. Gadgets can be a medium for children to find out the latest knowledge and information. However, for children who are addicted to gadgets, they have difficulty concentrating, cannot focus, change topics, do not pay attention to what is being taught, and have their own topics or concerns. For attention or ideas themselves change in a matter of minutes. This concentration difficulty is caused when a child uses too many gadgets, he will rely on gadgets to do various things and become dependent (addicted). Children prefer to imagine like game characters who are often played with their gadgets.<sup>35</sup>

Writing, counting and studying are not as fun as gadgets. This causes the child's concentration to be shorter, it is difficult to concentrate while studying, which of course has an impact on decreased achievement in school. The existence of gadgets that make everything instant, aka fast-paced, makes children not challenged to do analysis in dealing with problems (children's analytical skills). Linda Blair, a clinical psychologist, states that staring at gadget screens can reduce melatonin levels, a natural substance produced by the body for rest or sleep. Gadget screens are also allegedly able to increase the level of the hormone cortisol which triggers stress. Stress and lack of sleep make it difficult for children to concentrate.<sup>36</sup>

### ***Physical-Motoric Ability and Health***

Today's children are very smart, they can use technological tools very quickly, and access applications and features that parents don't necessarily understand. Educational applications on gadgets are considered to be able to help children become smarter, but many parents are not aware that the habit of playing gadgets actually hinders children's physical development. Child psychologist Vera Itabiliana Hadiwidjojo said parents should not let their children play gadgets before they are two years old. Gadgets can hinder a

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<sup>35</sup> Wijanarko, *Mendidik Anak Dengan Hati*; Artika Ratu, Sutrisno Sutrisno, and Christiani Hutabarat, "Peran Hubungan Orang Tua Dalam Proses Pembelajaran Anak Di Masa Covid 19," *Didache: Jurnal Teologi Dan Pendidikan Kristiani* 1, no. 2 (2020): 141–54, <https://doi.org/10.55076/didache.v1i2.40>; Hutabarat et al., "The Role of Parents in Building Children's Character at Home During the Covid-19 Pandemic."

<sup>36</sup> Wijanarko and Setiawati, *Ayah Ibu Baik. Parenting Era Digital: Pengaruh Gadget Pada Perilaku Dan Kemampuan Anak Menjadi Orang Tua Bijak Di Era Digital*.

child's physical or motor stimulation. Using enough gadgets with a touch can also make a child's fine motor skills not work properly. Can't grip, hold and can't hold a writing instrument well, ends up coloring, writing is not interesting, even 'suffering' for children, and being lazy to write. Even if he writes, his writing is ugly like chicken claws.<sup>37</sup>

There is one habit that has been lost since the arrival of technology, namely conventional writing. Today, people and children prefer to type via their gadgets rather than looking for pens and writing instruments. In fact, writing is believed to be able to sharpen one's memory, especially for children. Writing as well as dancing, sewing, playing marbles and various games that train fine motor muscles are rarely practiced, even though this is important to support fine motor skills. Fine motor skills are important in graphics, art and precision work. Gadgets also affect the development of children's eyes. Excessive use of gadgets can make the eye muscles work harder to focus, and cause eye strain. This can accelerate the onset of myopia disorders (minus eye) in children.

In the past, spinal problems were a problem at the age of 40, now it's starting to hit them in their teens, because they sit more than they move. The Health Board in its research found that 64 percent of 204 respondents aged 7-18 years had back pain. Meanwhile, 72 percent of elementary school age children (6-12 years) admit to having back pain. However, nearly 90 percent did not tell anyone about their illness. To reduce the impact of gadgets, every 2 hours of using gadgets must be balanced with 30 minutes of exercise. So if gadgets are used every day, so is exercise. The body needs to move, even if only by walking or cycling.<sup>38</sup>

### ***Emotional-Social Ability***

Toddlers are getting better at operating gadgets, however, this skill can lead to addiction, because they will have tantrums if their parents take electronic devices. Toddler addiction to electronic devices is dangerous for their mental-social development and emotional-psychological aspects.<sup>39</sup> Excessive stimulation from gadgets (and television) can damage children's ability to control themselves (emotional-social). Children who are good at playing games from gadgets are logically good, but in terms of

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<sup>37</sup> Wijanarko and Setiawati.

<sup>38</sup> Wijanarko and Setiawati; Muttabiah, Suryani, and Malihatul Hawa, "Dampak Penggunaan Gadget Terhadap Interaksi Sosial Peserta Didik."

<sup>39</sup> Nugraha et al., "The Effect of Gadget on Speech Development of Toddlers."

social-emotional abilities, they show diminishing abilities as the level of gadget addiction increases. Gadgets are needed, but we must be aware of all this. The more often you play gadgets, the more emotional, and less social, difficult to get along with and difficult to express feelings with words. Because they are unable to express their feelings in words (verbal-language skills), they take it out in anger, shouting, or acts of violence. In this condition, a child is called emotional and socially unintelligent.<sup>40</sup>

We also believe that if children are increasingly dependent on electronic devices, then their relationship with parents will be stretched (passive) and can cause developmental delays. Children need social interaction, starting with the family, as the child's first environment. Children who interact well in the family will also interact well in their circle of friends. Therefore, it is important for parents to keep interacting with children. Make small talk or read bedtime stories so your child can interact with you and build their social skills.

### ***Verbal Ability - Language***

Child psychologist Vera Itabiliana Hadiwidjojo said parents should not let their children play gadgets before they are two years old. Vera admitted that she often found children who were late in speaking (verbal skills) because they had too much contact with gadgets in their early life. We live in an era where everyone seems to be good at writing on Facebook, Twitter, WhatsApp or other social media, but speaking in front of the class, explaining to others, there are many children who experience difficulties. If left untreated, this will carry over into adulthood.<sup>41</sup>

In counseling programs or meetings between parents and school administrators, many parents reported the behavior of their children who were silent and 'lazy' to answer when spoken to and similar cases were also reported by teachers in meetings with school supervisors.<sup>42</sup> Children seem to have difficulty expressing their feelings verbally, even

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<sup>40</sup> Febrino, "Tindakan Preventif Pengaruh Negatif Gadget Terhadap Anak"; Ariston and Frahasini, "Dampak Penggunaan Gadget Bagi Perkembangan Sosial Anak Sekolah Dasar."

<sup>41</sup> Wijanarko and Setiawati, *Ayah Ibu Baik. Parenting Era Digital: Pengaruh Gadget Pada Perilaku Dan Kemampuan Anak Menjadi Orang Tua Bijak Di Era Digital*.

<sup>42</sup> Ella Tesalonika Mbeo and Andreas Bayu Krisdiantoro, "Pembinaan Guru Pendidikan Agama Kristen Dalam Pendidikan Karakter Peserta Didik Di Sekolah," *Didache: Jurnal Teologi Dan Pendidikan Kristiani* 3, no. 1 (December 27, 2021): 17-29, <https://doi.org/10.55076/didache.v3i1.46>; Ester A. Tandana, Esti Koku Yowa, and Novida Dwici Yuanri Manik, "Character Education In Forming Student Behavior," *Didache: Jurnal Teologi Dan Pendidikan Kristiani* 3, no. 2 (July 3, 2022): 161-76, <https://doi.org/10.55076/didache.v4i1.48>.

though they are experts in writing. Important abilities in linguistic intelligence, namely communicating directly in conversation, the courage to speak, the fluency of speaking experiences a setback or change in behavior in communicating.

### ***Brain Damage***

If the use of gadgets is for pornography, then the negative influence on abilities will be very strong, even given the term 'brain damage'. Elly Risman, Psychologist from the Kita and Buah Hati Jakarta Foundation explained that; "Brain damage due to the influence of pornography in a Magnetic Resonance Imaging (MRI) machine, the results are the same as the damage to a car during a hard collision." Pree Frontal Cortex (PFC) will be damaged when children view pornography. Even though PFC is the center of values, morals, a place where you plan for the future and a place for self-management.<sup>43</sup> This part of the brain on the right eyebrow determines what a child will become. That's why PFC is also called the director who directs us. The process of viewing pornography, makes the hormone dopamine that is produced and the hormone norepinephrine also come out, and fills the brain. The norepinephrine hormone functions as a memory freeze for detailed memories.

Brain Surgeon from the US, Dr. Donald Hilton Jr., said that pornography is actually a disease, because it changes the structure and function of the brain, or in other words damages the brain. Physiological changes occur in the brain, when a person inserts pornographic images through the eyes into his brain. The damage done is catastrophic! If drug addiction can damage three parts of the brain, continuous use of pornographic materials (addiction) can damage five parts of the brain, and tends to be irreversible brain injury or very difficult to even be called incurable.<sup>44</sup> Dr. Mark Kastelman, author of the book "The Drugs of The Millennium" gave the name pornography as visual crack cocaine or drugs through the eyes. The part of the brain that is most damaged is the pre-frontal cortex (PFC) which makes it difficult for a person to plan, control passions and emotions, and make decisions and various executive roles of the brain as controlling impulses.<sup>45</sup>

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<sup>43</sup> Wijanarko and Setiawati, *Ayah Ibu Baik. Parenting Era Digital: Pengaruh Gadget Pada Perilaku Dan Kemampuan Anak Menjadi Orang Tua Bijak Di Era Digital.*

<sup>44</sup> Wijanarko and Setiawati.

<sup>45</sup> Wijanarko and Setiawati.

From all the theories above, it is clear that gadgets affect children's abilities. The use of gadgets can have a positive effect on mathematical and logical abilities, but negatively affect verbal-language abilities, emotional-social abilities and physical-motor abilities. Especially in the use of gadgets for pornography will damage the brain, which will automatically reduce the ability of children. May you become wiser, knowing all this.

### **Parenting According to the Word**

How does God's Word teach about parenting? Bible-taught parenting, written in Deuteronomy 6:4-9.

#### ***Doctrine/Education/Rules***

Parenting is the responsibility of the parents, not the school, government or church. 'Tying the teaching on the arms and forehead', means that the God's Word is imprinted in the mind which gives birth to an understanding so that it influences attitudes and mindsets and is applied through daily actions and by repeating it until it is understood and practiced.<sup>46</sup> 'Writing on doorposts and gates', the meaning is that God's Word becomes an identity in family life. Whether Deuteronomy chapter 6 above, or Ephesians 6:4, or other verses throughout the Bible, the command to educate children is to parents. The responsibility lies with the parents. Schools, nurses, madam, tutoring teachers, Sunday school teachers are parents' partners in educating children. Because of busyness, it is possible for parents to be assisted by other people, but there needs to be serious awareness that the responsibility still lies with the parents.<sup>47</sup>

Teach them to fear God from an early age. Proverbs 1:7; "The fear of the Lord is the beginning of knowledge, but fools despise wisdom and discipline." Fear of God can mean an awareness that God is there, alive and a person who is present who sees everything he does. So that in their lives, children will always try to live according to the teachings of God's Word and be happy (Proverbs 22:6). The main contents of the teachings or rules conveyed are concepts from the God's Word, because the God's Word

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<sup>46</sup> Anderson Ndolu et al., "Peran Guru Pendidikan Agama Kristen Dalam Pembentukan Karakter Siswa Menurut H.A.R. Tilaar," *Indonesia Journal of Religious* 5, no. 1 (2022): 51-62, <https://doi.org/https://doi.org/10.46362/ijr.v5i1.14>; Sonny Paago and Bobby Kurnia Putrawan, *Yesus Kristus Jalan Yang Lurus*, ed. Iswahyudi (Jakarta: Jalan Lurus dan Sekolah Tinggi Teologi Indonesia Jakarta, 2021).

<sup>47</sup> Tandana, Yowa, and Manik, "Character Education In Forming Student Behavior."

has the power to educate people in the truth. God's Word is the highest moral teaching (2 Timothy 3:16).<sup>48</sup>

In addition to teachings, practically rules can be made in the house. Sunday school teachers must make rules in class. Without rules, children will get used to living wildly, living without rules, living as they please, not wanting to be regulated and becoming a 'trouble maker'. Set simple rules at home, age-appropriate for the children, and increase them according to their needs and growing age. The function and purpose of the teachings/rules is to make clear what is allowed and what is not allowed.<sup>49</sup> Teachings/rules or laws or regulations function as boundaries of norms, ethics and manners. The function of the rule is a kind of law in society or the state. Build rules at home / in class and convey them to children gradually, according to the child's age. We can build rules with a framework or colors according to the teachings of God's Word.<sup>50</sup> The God's Word itself is also a law from God for human life. This teaching will also make a child have maturity and good emotional and social development.

### ***Punishment/Discipline***

The teachings/rules, laws, will not apply, will not be obeyed and will bring chaos if there is no punishment for those who break them. Not punishing children means not educating children, even God's Word says not to love children. Punish or discipline children, that's a form of love and care. We actually model this pattern directly from God (2 Samuel 7:14; Proverbs 13:24; 15:10; Hebrews 12:10). Rebellious, wild attitude, because children are never reprimanded, never disciplined or overly pampered. Many children act up, are naughty at school or Sunday school, to seek attention, because at home their parents let them do whatever they do. By punishing and disciplining, it means that we also love and care for our children.<sup>51</sup>

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<sup>48</sup> Yusak Tanasyah and Antonius Misa, "Makna Teologis Dan Aplikasi Dari Strategi Pembelajaran Yahudi Untuk Pendidikan Agama Kristen Masa Kini," *Didache: Jurnal Teologi Dan Pendidikan Kristiani* 2, no. 2 (June 28, 2021): 83–96, <https://doi.org/10.55076/didache.v2i2.28>; Ida Made Windya, "Konsep Teologi Hindu Dalam Tattwajñāna," *Jñānasiddhānta : Jurnal Teologi Hindu* 1, no. 1 (2019).

<sup>49</sup> Paago and Putrawan, *Yesus Kristus Jalan Yang Lurus*.

<sup>50</sup> Tanasyah and Misa, "Makna Teologis Dan Aplikasi Dari Strategi Pembelajaran Yahudi Untuk Pendidikan Agama Kristen Masa Kini"; Tandana, Yowa, and Manik, "Character Education In Forming Student Behavior."

<sup>51</sup> Santia Santia, Tarisih Naat, and Lionarto Erson Jayadi, "MENINGKATKAN KARAKTER MENGHORMATI ORANG TUA LEWAT PENDIDIKAN AGAMA KRISTEN UNTUK ANAK USIA SEKOLAH DASAR," *Didache: Jurnal Teologi Dan Pendidikan Kristiani* 2, no. 2 (June 29, 2021): 123–32,

### **Rewards**

According to Colossians 3:21, how can we convey rules and punish children without causing discouragement, heartache and disappointment in the hearts of our children or students? Yes, the answer is to do 'rewards' or compensation, this is the third element in educating children. Actually disciplining correctly, fairly, consistently, focusing on children, there is a time and measure, using positive sentences, not attacking personally, so it won't hurt. But if the heart is hurt too then the 'rewards' system is the remedy. Even God's Word spurs us to be more spiritual by using 'gifts'? Gifts or rewards are reasonable as appreciation, as an expression of our gratitude and concern (1 Corinthians 9:24; Philippians 3:14).<sup>52</sup>

God also motivates our lives with a hope for a 'gift' that is reasonable and 'fair', a form of appreciation and a real form of love. God provides us with various kinds of crowns, there are crowns of splendor, crowns of glory, crowns of truth and crowns of life, for each specific type of deed. This is an example of the 'heart of the father' of how GOD educates His people, encourages and motivates, and pays attention to and appreciates every type of work, with a reward system.

### **Exemplary**

Without exemplary teaching we lose its authority, we are scorned by children, considered hypocrites. Without setting an example, it will actually make children disappointed, lose their figure, or children will not do what we teach, but what we do, because children are great imitators. The Lord Jesus needed to become human. He lived his whole life as a human. So it is fair and 'fair' if He says: "hollow my example" or says "be like me", or says to His disciples, "You will do the work that I do". In another text in

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<https://doi.org/10.55076/didache.v2i2.45>; Tandana, Yowa, and Manik, "Character Education In Forming Student Behavior."

<sup>52</sup> Carinamis Halawa, Peni Nurdiana Hestiningrum, and Iswahyudi Iswahyudi, "Peran Guru Pendidikan Agama Kristen Dalam Pembentukan Karakter Peserta Didik Di Sekolah," *Didache: Jurnal Teologi Dan Pendidikan Kristiani* 2, no. 2 (June 29, 2021): 133–45, <https://doi.org/10.55076/didache.v2i2.44>; Tandana, Yowa, and Manik, "Character Education In Forming Student Behavior."

John 13:15 because I have given you an example, so that you also do the same as I have done to you and 1 Corinthians 4:6 ..so that from our example you will learn.<sup>53</sup>

Paul was a role model for Timothy and the other disciples, and advised Timothy to be an example for the disciples and the congregation as well. (I Timothy 4:12). Serving is the process of how to emulate others. Being pastors, teachers and parents is a role model for the congregation and children. The effective way to change and influence others over the long term is to lead by example. Rebellion appears, children run wild and cannot find their true selves and lose the direction of their personal growth because they lose a figure, do not have a role model.<sup>54</sup>

## CONCLUSION AND SUGGESTION

Based on the results and discussion above, it can be concluded that (1) parents are enthusiastic about participating in parenting training and this has an impact on increasing knowledge and uncovering how to educate children in the digital world. (2) Increased knowledge will have an impact on how parents know the positive and negative impacts of gadgets and the internet. (3) Parents know the influence of gadgets on children's behavior and children's abilities. (4) Parents know how to apply parenting patterns according to God's Word.

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<sup>53</sup> Hutabarat et al., "The Role of Parents in Building Children's Character at Home During the Covid-19 Pandemic"; Oktavianus Rangga and Bobby Kurnia Putrawan, "Peran Orangtua Dalam Mendidikan Anak Remaja: Suatu Perspektif Etika Kristen," *SERVIRE: Jurnal Pengabdian Kepada Masyarakat* 1, no. 2 (2021): 75–86, <https://doi.org/https://doi.org/10.46362/servire.v1i2.94>.

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