

## WISE IN THE USE OF GADGETS IN ELEMENTARY SCHOOL CHILDREN

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**Abstract.** The use of gadgets in early childhood is now increasing rapidly. The positive impact that can be obtained by existing gadgets, including a lot of information received, easy to interact with more people, accelerate access to activities, entertain boredom and so forth. However, making it easier in all respects results in the amount of time children spend using technology devices and social media at home and at school very worried this has an impact on children's health and development. According to one study, children who spend more time using computers or cellphones are referred to as "Internet addictions." This has a negative impact on the decline in interest in learning, eye loss, emotional development disorders and so on. For that we need the attention of parents and teachers in order to reduce the negative impact of internet addiction. This journal tries to summarize some of the latest journals to provide an overview of what the researchers concluded about how to use gadgets wisely in elementary school age children, hopefully this journal can be a reference for teachers and parents in supervising their children in the use of gadgets.

**Keyword:** Wise, Gadgets, children.

## **Introduction**

Human beings are given a reason to be able to adapt to the surrounding environment, with human adaptation making tools to facilitate their activities, one of which is finding communication and information technology tools that can reach all that humans need. Communication and information technology will bring large - scale transformation in human life. The transformation has led to changes in various patterns of relationships between people and information obtained, interpersonal interactions such as face-to-face meetings face to face can now be carried out over great distances, access to information is easily obtained quickly, when humans need it.

The use of gadgets has become a primary need for human life when due to high mobility. Existing facilities in the gadget have many functions including SMS (Short Messages Service), whatsapps, facebook, google, games, etc. Gadgets are now a common need for people. Starting from children to parents are now able to operate the gadget easily. Gadgets used by children will have an impact on the child's own development if not supervised by parents. parents must be aware of the impact that occurs when parents give their children a gadget. when where playing with their peers is the most fun thing than playing Gadget. But most of today's children prefer to play smartphones rather than playing with their peers.

Children are now starting to use gadgets at a very early age. They have been exposed to gadget devices since infancy. One useful gadget that is used to access video games has psychological effects as well as physical effects. In US based study indicated a strong relationship between adolescents who played a high number of video games, their aggressive behaviour with teachers and peers, and their poor performance in school. Exposure to violent games may have led to growth in negative Behaviour (Ferguson, 2015).

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## **Theoretical Approach**

A gadget is an electronic device or instrument that has practical purposes and functions primarily to help human work. Small electronic devices that have special functions. Among smartphones like iphone and blackberry, and notebooks is combination of portable computers such as notebooks and the internet (widiawati,2014).

The gadget is actually used by people who have interests, good in terms of school, college, work and business. But in fact, gadgets don't only circulating among people who are just need it. But the gadget circulating among early childhood. Even ironically, gadgets are not foreign goods for young children whose reality is not yet worth using a gadget (Prianggoro, Hasto. 2014).

The gadget is an innovation from the latest technology with better capabilities and the latest features that have goals and functions that are more practical and also more useful. Along with the development, the understanding of gadgets has also developed which often considers a smartphone to be a gadget and also computer or laptop technology when a new product has been launched and is also considered a gadget. Gadget is a term derived from English, which means small electronic devices that have special functions. One thing that distinguishes gadgets with other electronic devices is the element of "novelty" meaning, from day to day the gadget always appears by presenting the latest technology that makes human life more practical. Examples of gadgets include smartphones (smartphones) such as the iPhone and Samsung, and netbooks (a combination of portable computers such as notebooks and the internet).

From the above opinion the author can conclude that, the gadget is an electronic device that has a variety of service features and applications that present the latest technology that helps human life become more simple and practical and has special functions.

The use of gadgets among children early age takes a lot of attention from various groups, from the facts above seen from year to year has increased significant. Ofcourse this is a big problem for our next country. Children used to get sophisticated gadgets from his parents. Both parents intentionally giving sophisticated gadgets to their children with a purpose, the first to play games on the features that have been provided on the gadget. Compared to people adult children are faster to master gadget. In fact, parents they may not be able to operate the gadget he has. Manumpil, B., Ismanto, A. Y., & Onibala, F. (2015).

### **Method**

In carrying out scientific research is carried out using literature studies, systematic preparation techniques to facilitate the steps to be taken. Likewise, the authors did in this study, the first step is to conduct a literature study in books that discuss the Theory of Constraints, journals, and research that has been done relating to TOC. Data obtained from this literature study will be used as a reference to make conclusions the wise way to use gadgets in children.

### **Results and Discussion**

From the findings of several studies that provide solutions to parents, teachers, and wise children in using gadgets, including assisting the use of gadgets on children, so that the content opened by children can be controlled properly, limiting the use of gadgets to children, diverting other media literacy which makes children not addicted to gadgets

such as, reading interesting story books, taking children out of the house such as to the park to interact with people around, installing applications for securing adult content, so that children are not exposed to pornography, and many others. The collection of research is expected to be learning that is applied by parents, teachers and children. So that the negative impact in the use of gadgets can be topped. And the positive impact of gadgets we can feel together.

Of the many studies that raised the theme of wisdom in using the gadget at the age of elementary school children, this paper tries summarizes some of the most recent papers to illustrate what was concluded by the researchers. The summary is presented in the tabulation below:

<p>Suhana, M. (2017, December). Influence of Gadget Usage on Children's Social-Emotional Development. In <i>International Conference of Early Childhood Education (ICECE 2017)</i>. Atlantis Press.</p>	<p>The following are the things that can be done by parents and caregivers:</p> <ol style="list-style-type: none"> <li>1. Giving good example to children in using gadget responsibly.</li> <li>2. Giving attunement or attention and response to children from birth.</li> <li>3. Accompanying and not letting young children to play with gadget freely.</li> <li>4. Parents should be assertive and wise in giving gadget to children aged under two years old.</li> <li>5. Giving knowledge to children on how to use gadget responsibly.</li> </ol>	<p>Parents should use smart parenting because it will strongly influence on child individual. Letting children to use gadget for a long time or excessively will make them become addicted to gadget and it give negative effect to their emotional development and they will less understand social adjustment in environment because their lack of interaction.</p>
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<p>Ariani, H. B., &amp; Permana, G. (2018). Wisely Using Gadget for Parents in Family Environment Campaign Design. <i>Bandung Creative Movement (BCM) Journal</i>, 4(1).</p>	<p>There are six things that became the primary focus toward the parent response. (1) Perception, the aim is to draw attention to campaign against targets that is done. Their motive is interest/relevance, selection, attention, awareness, recognition, and exposure. (2) Emotion, stimulate to induce feelings of</p>	<p>The campaign for this study was designed with a communication strategy that is selected is the Facet Model of Effect with creative strategies through Parent journey as well as a creative brief that produces campaigns that have a focal point to change the Behaviour of parents saving for a moment their gadgets at the moment with them. Habits like that when implemented will pose a considerable impact on family, namely among others</p>
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	<p>involvement, influence, confidence, and credibility of preferences (intention).                  (6) Behaviour, is a direct response from the target by providing direct action and interact with the campaign. Their motive is purchased, support, try, change habits and susceptibility.</p>	
<p>Santoso, L. E. C., Bramantijo, B., &amp; Sutanto, R. P. (2013). Designing social campaigns for parents about the dangers of tablet PCs for children aged 2 years and under. <i>Adiwarna DKV Journal</i>, 1 (2), 11.</p>	<p>Use of media to disseminate campaign: Xbanner, wallpapers for gadgets, websites, direct mail, online banners, social media, poster, picture display, parent magazine, merchandise.                  Research includes results designing social campaigns the eye catching and attractive for anyone.</p>	<p>Some media are deemed appropriate in supporting This campaign's message delivery includes:                  a. X-banner                  Banners can be placed in public places visited by parents. For example Hospital, place for Early Childhood Education. Is expected This banner can reach new parents as well parents who have children under 2 years.                  b. Wallpaper for gadgets                  Wallpaper on the gadget will be a reminder of people parents to always remember their children. A gadget brought everyday will be a hit media on target.</p>

		<p>c. The website Portal that provides more complete information around child development, a good way to prevent child development disorders, and others. The advantage of this media is the cost issued relatively cheap with a wide range and can be accessed anywhere and anytime with use the device connected to Internet.</p> <p>d. Direct Mail Direct mail is a media that is in direct contact with the target audience. With this media, the message delivered can be more specific accordingly with the intended target. This direct mail will distributed in early childhood education, where people parents often deliver their children. Direct mail will be given through the child so as if the child is speaking in a letter written to her parents.</p> <p>e. Online Banner This online banner will be linked directly to main website. The goal is to</p>
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		<p>attract the target's attention audience and then the educational process is carried out.</p> <p>f. Social Media Social Media is widely used by parents who are the target audience of this campaign is Facebook and Twitter. This media will be used as a container communication for parents to share with each other about children with other parents. other than that social media is an easy and fast media reach by the target audience remembering them have gadgets as a means of accessing them this social media.</p> <p>g. Poster Installed in several places that have been determined to attract the attention of the target audience like in Hospitals and Early Childhood Education Centers.</p> <p>h. Display Picture The use of picbadge can be a spread the existence of this campaign indirectly because placement on gadgets that are brought everyday</p>
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		<p>by parents.</p> <p>i. Parent Magazine                  The magazine media was chosen which has wide reach. This ad will be placed on a magazine relating to children like Father, Mother, and Parenting.</p> <p>j. Merchandise                  Merchandise that will be used in the form of T-shirts, key chains, pins and mugs to be provided to the target audience as the winner of the competition event.</p>
<p>Warisyah, Y. (2019, June). The importance of "dialogical assistance" of parents in the use of gadgets in early childhood. In the 2015 National Education Seminar (pp. 130-138).</p>	<p>There are some simple things help minimize usage gadget in children:</p> <ol style="list-style-type: none"> <li>1. parents do not use gadget too often when with children and family for example when eating together, playing together family and others.</li> <li>2. parents put limits time</li> <li>3. parents invite children do interesting activities</li> </ol>	<p>The things parents do to minimize children from influence negative use of gadgets</p> <ol style="list-style-type: none"> <li>(1) Accompanying Child.</li> <li>(2) Make an agreement in time gadget usage.</li> <li>(3) Making agreement in unlocking features that are will open.</li> <li>(4) Good modeling of Parents.</li> <li>(5) Parents can always be put gadget well.</li> <li>(6) Parents can always put the gadget well.</li> <li>(7) Invite children to learn</li> </ol>

<p>Indri, Sudanawati. R.( 2018) gadget warning system to improve the quality of education For the nation's children</p>	<p>Gadget Warning System (GWS) consists of three words namely gadget, warning, and system. When referring to KBBI and the dictionary, the meaning of each of these words is:</p> <ol style="list-style-type: none"> <li>1. gadget: electronic or mechanical device with a practical function (device)</li> <li>2. warning: warning</li> <li>3. system: system, arrangement, school, school system, network, method</li> </ol>	<p>together.</p> <p>GWS provides a design approach from two sides, namely sides formal and informal. If during this time many campaigns were still carried out from informal channels based on the concerns of individual communities, the GWS hopes that the formal structure as well driven to get more optimal synergy. Only then at the bottom line, as the frontline of implementation in the field, an example of such implementation is expected can be effectively implemented, so that the objectives of the GWS campaign model are achieved, and education Indonesian children are getting better.</p>
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From the six examples of Table 1 above, we can conclude that most researchers has long made an independent effort to provide solutions on how to wisely use the gadget media so that the negative impact of the gadget must watch out together. And this paper tries to combine solutions from previous researchers, so that it can be a choice of solutions in the future.

## Conclusions and suggestions

Gadgets are devices of the era of technology and information that cannot be denied. While the negative impact of the tool is very shadowing young people of Indonesia. Especially children aproductive age of school. This research is expected to be an alternative for the selection of gadget users for parents, teachers and children to use wise solutions using gadgets, which can reduce the danger of gadgets that are increasingly spreading.

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