DEVICE ADDICTION TO SOCIALIZATION STYLE

[1]Sudirman Effary, [2]Sukendar, [3]Supriyadi

[1,2,3] Sekolah Tinggi Ilmu Hukum dan Politik Pelopor Bangsa

Keywords :	Abstract. This research is motivated by the widespread use of gadgets in society. This study aims to describe how the influence of gadgets on social emotional development among adolescents to adults in Group 6 in Bandung, precisely in the Binong area. The research method used is descriptive qualitative research. This research approach uses the phenomenological method. The sample in this study amounted to 9 people. Based on the observations we have made in the area, the average use of gadgets in the area is quite high, of course with this we can get various and accurate information from informants in the area. the. The data collection technique used is interviews. There are several categories of informants, namely students (16-18 years), teenagers or students (19-25 years old) and finally there are parents (26-50 years). This shows that the use of gadgets has a positive effect of 30% and a negative effect of 70% on the development of addiction, social, emotional, adolescents and adults in group 6 in Bandung, precisely in the Binong area. However, the effect is not significant.
Smartphone Sse, Emotional Social Development, Addiction, In Adolescents And Adults	
email : sudirman.effary@gmail.com sukendar.sukendar@gmail.com supriyadi.supriyadi@gmail.com	Copyright 2021 Fox Justi : Jurnal Ilmu Hukum

1. INTRODUCTION

In this day and age the use of gadgets has become a habit in everyday life, the use of gadgets can facilitate human work from daily activities and also we can communicate and get information easily. Today's technology plays a very important role in facilitating long-distance communication and obtaining information efficiently so that tasks and work can be completed easily without being stuck at a distance (Sharon E. Smaldino 2011). The creation of gadget technology is motivated by the development of human needs and facilitates human work. Gadget technology (devices) has been widely known by the people of Indonesia. This is supported by the increasingly massive development of digital technology and the internet. Currently, the number of smartphone and internet users in Indonesia is quite high. Based on research data from the United Nations Children's Fund (UNICEF) and the Ministry of Communication and Information (Kominfo) it is stated that 84 percent of Indonesians own a smartphone (Kominfo, 2014). Meanwhile, the Association of Indonesian Internet Service Users (APJII) in 2018 reported that the penetration of Indonesian internet users reached 64.8 percent or as many as 171.17 million people of the total population of Indonesia (APJII, 2019). The various functions of gadgets have a big influence in everyday life, so that it makes needs and even creates dependence for its users. This is shown by the level of frequency and duration of use as well as the high usage of gadgets. On average, most people will immediately connect to electronic devices 5 minutes after waking up and always interact with electronic devices at least 2 times an hour and even more than 200 times per day. From the results of a survey conducted by Deloitte Mobile in Australia (2014), 18-24 year olds see their smartphone 63 times a day, 24-34 year olds see 36 times, 35-44 year olds see 25 times, 45-54 years old saw 15 times, age 55-64 saw 13 times, and the age of the Faculty of Medicine, Andalas University 2 65-75 years saw 9 times in one day. In addition, in the same survey, the time it takes respondents to see an electronic device for the first time since waking up (not including turning off the alarm) in Australian residents aged 18-24 years, 10% immediately sees an electronic device as soon as they wake up, 58 % within 5 minutes, 86% in the first 30 minutes and 93% within 60 minutes after waking up (Deloitte, 2014).

Gadgets were originally created to facilitate communication, but over time they have additional

features that make life easier but also have negative impacts, including what happened in Indonesia (Admar, Yakub, & Rosmawati, 2018; Al Ayooby, 2017). The effects of radiation exposure are believed to affect health such as decreased vision and hearing functions and changes in sleep patterns that tend to be disturbed (Tarigan, 2018; Waty & Fourianalistyawati, 2018).

Devices also cause social disturbances such as impaired social interaction with the environment and reduced physical activity due to gadget addiction (Tarigan, 2018). This behavior cannot be separated from the transitional phase of adolescence (Darnoto, 2016). Teenagers are busy with gadgets because they don't want to be called technology stutterers, so they carry their gadgets wherever they go (Mawitjere, Onibala, & Ismanto, 2017).

In contrast to the goal of gadget technology, a big problem that arises in people who try gadget technology is to reach all that is available, sometimes seasonal smartphone users will be surprised. effective.

This is motivated by the use of devices that are not on target. Devices are more often used to dive into the world of social media. Social media is a world that has various kinds of positive and negative impacts, depending on the user of the device, but many problems have arisen in recent times such as the emergence of crime, and the decline in morale from gadget abuse.

Awareness of gadget addiction behavior must be increased because it can reduce the healthy quality and social life of adolescents (Mawitjere et al., 2017; Tarigan, 2018). Health problems due to the use of gadgets in online game addicts include eye disorders, sleep and nervous disorders so that they are often dizzy (Sari & Prajayanti, 2017). The social changes that occur in the community include a shift in lifestyle marked by the loss of social life, respect among others to become a society that is ignorant and individuals who are prone to conflict (Suryanegara, Suprajaka, & Nahib, 2015).

2. METHOD

The research used is descriptive qualitative research. The qualitative descriptive research method according to Sugiyono (2018) is a research method based on the philosophy of postpositivism which is commonly used to examine the condition of natural objects, where the researcher acts as a key instrument and describes a situation objectively or based on visible facts. The approach method used in this research is a phenomenological approach. Phenomenology is an approach started by Edmund Husserl and developed by Martin Heidegger to understand or study the experience of human life. This approach evolved a mature and mature qualitative research method over the decades of the twentieth century.

Data collection techniques used include Interview, Observation and Documentation. According to Sugiyono (2017) if the researcher does not know the techniques of data collection, the researcher will not get data that can meet the data standards that have been determined. With the techniques that have been arranged, researchers can easily conduct research. The data source used is the primary data source. Primary data is data collection with observation instruments, interviews, field notes and the use of documents. Primary data sources are data obtained directly by interviewing informants or direct sources. Primary sources are data sources that directly provide data to data collectors (Sugiyono, 2015).

The data analysis technique used is qualitative data analysis technique According to Miles and Huberman (Sugiyono, 2017), suggesting that activities in qualitative data analysis are carried out interactively and take place continuously until complete, so that the data is saturated, these activities are in the form of data reduction, presentation data and data verification.

3. RESULTS AND DISCUSSION

The research will be conducted in one area in Bandung, precisely in the Binong area, based on the results of observations that we have done in that area, the average use of gadgets in that area is quite high, of course with this we can get various and varied information. accurate information from informants in the area. The data collection technique used is interviews. There are several categories of informants, namely students (16-18 years), teenagers or college students (19-25 years) and the last one is parents (26-50 years).

Interviews were conducted to 9 informants in principle to dig up data about what we are

researching, including the impact of gadgets on how to socialize. This in-depth interview aims to answer the questions: What is your opinion about this gadget, and what impact do you feel.

People's Perceptions of the Impact of Using Devices

In contrast to the goal of gadget technology, a big problem that arises in people who try gadget technology is to reach all that is available, sometimes seasonal smartphone users will be surprised. effective.

Broadly speaking, social emotional development includes emotional development and social development. Goleman (2016). By learning online using gadgets today, many school children and adults are increasingly in love with gadgets so that the world of play is forgotten, less socializing both with peers and with their families (father, mother, sister, brother, brother) they prefer to be alone with their own world who enters the world of gadgets where it is filled with various contents that can affect the soul and emotions at the end. This situation affects the way and lifestyle, which leads to emotional instability (irritable, arrogant, undisciplined etc.)

Interview with the community of Mrs. Sri Yani, July 5, 2021

Mrs. Sri Yani's explanation, proves that gadgets are currently in great demand with a reduced sense of socializing both with peers and with family, they love themselves more in cyberspace. This situation affects ways and lifestyles that lead to emotional instability.

The use of gadgets that are not balanced with supervision can have a negative impact on their use. The impact on humans is quite diverse, from health to social. According to Nafisa (2017)

It helps a lot because nowadays everything is on the device. The impact is felt: if there is a gathering of family or friends, they have their respective activities so there is a lack of togetherness to chat, but if we can't use this device, we won't know the current developments .

Interview with Annisa Niar Anjani community, July 5, 2021

Even from today's children, some feel the effects of this gadget, both good and bad, as in Annisa she feels When she gathers with relatives she feels busy with each person holding a gadget but Annisa also knows the development of that era from her gadget.

In the era of globalization as it is today, it is becoming easier for a person to carry out a social interaction without having to socialize directly, namely only by using intermediary media such as gadgets. A gadget (in English: gadget) is a device or instrument that has a practical purpose and function that is specifically designed to be more sophisticated than the technology created earlier.

It is undeniable that the development of the era in which the majority of people use gadgets has a negative impact on the positive fans of the device.

4.   CONCLUSION

The development of technology today is entering the era of globalization which is all advanced and modern. In this modern era, humans are required to follow the development of practical technology that can help in human life. People will easily communicate, entertain, and even shop. Therefore, technology was created that helps humans such as gadgets, laptops, TVs, and others.

A gadget is a small piece of technology that has a specific function, often associated with innovation or novelty. The gadget is a technology that is designed to be smarter than the technology in its era, the gadget is a technology that plays a role in this era of globalization, so it is very difficult to find people who do not have a device.

With the rapid development of gadgets, new problems arise in society that arise because of gadgets. Devices, like anything else, have both positive and negative effects on their users. Addiction is one clear example of the negative effects of gadgets. People who have gadget addiction are usually very bad influence on the way they socialize. So I, as a writer, remind that something has two sides, if we want to stay positive in using existing technologies, use it as best we can, lest you do it excessively which makes us dependent.

5. REFERENCE

Abraham. 2009. Intercultural Communication. Pontianak: STAIN Press.

Budyatna, M and Ganiem, LM (2011). Interpersonal Communication Theory. Jakarta: Kencana.

CNN Indonesia. (2015). The Level of Gadget Addiction at an Early Age is Increasingly Worrying.[on line]. Available at: http://m.cnnindonesia.com/technology/20151103 093518 – 185 – 89078 /levels of kecanduan-gadget-di-usia-dinisemakinmengkhawatiran.htm. Retrieved 07 March 2017.

Dyah (2009). Relationship between self-control and internet addiction in junior high school students. Faculty of Psychology, University of Muhammadiyah.

Effendy, OU (2013). Communication Science Theory and Practice. PT. Bandung: Rosdakarya Youth.

Goleman, D. (2016). Social Intelligence. Jakarta: PT. Main Library Gramedia.

Hafidh, Faisal "ROLE OF CITIZENSHIP EDUCATION IN THE GLOBALIZATION ERA IN GROWING THE SPIRIT OF NATIONALISM" at the Faculty of Tarbiyah and Teacher Training at UIN Ar-Raniry Darussalam Banda Aceh

Ibrahim (2012). Self-concept in Communication.

Understanding Smartphones according to experts (Williams and Sawyer)

https://www.indonesiastudents.com/pengertian-smartphone-menurut-para-ahli/ accessed on 5 December 2021

you. (2013). The Impact of Gadgets on Child Development. [on line]. Available at:

http://Kumpulan-Tulisan-DAMPAKGADGET-PADAPERKEMBANGANANAK.htm. Accessed on December 4, 2021