

## THE ROLE OF PARENTS ON THE USE OF GADGETS IN MINOR CHILDREN

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Keywords :	Abstract. Gadgets are tools that are used to communicate or are also used to find information and much more. Gadgets should not be used by small children. Because the impact of using gadgets on small children is very bad for their psyche. Parents should accompany the child when holding the gadget. Provide education or provide other things besides gadgets. If small children are addicted to gadgets, it will be difficult to direct them. In this scientific paper, we use qualitative research methods and interview data collection techniques. The results of the research that has been carried out on the use of gadgets by children are that children will lose respect for their parents, children will always depend on gadgets, children will forget their health and always play their gadgets
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### 1. INTRODUCTION

The use of smartphone gadgets in Indonesia is very large. Gadgets have become a necessity in human life. Research results from the marketing research institute Emarketer estimate that in 2018 the number of active smartphone users in Indonesia will reach more than 100 million people. This is supported by data from the Association of Indonesian Internet Service Users (APIJH) which states that internet service users reach 143 million or almost 55 percent of Indonesia's population of 262 million. So it can be concluded that active users of smartphones in Indonesia have almost reached half.

As stated by psychologist Vera Itabiliana Hadiwidjodjo (2014) about the benefits of gadgets, namely facilitating communication. Gadgets will make it easier for children to find various kinds of news information needed by them, this requires good digital literacy if parents accompany their children in using gadgets. Furthermore, gadgets also build children's creativity with various kinds of information obtained, children will begin to understand and develop their creativity, especially in learning independently apart from formal learning at school.

According to Handrianto (2013). The use of gadgets has positive and negative impacts, for the positive impact is to develop imagination and train children's intelligence. Seeing pictures, writing and numbers will foster children's creativity and intelligence and also develop reading, counting and curiosity to solve problems. However, the continuous use of gadgets has a negative impact on children. Children will stare at gadget screens more often than stare at textbooks or interact less with their environment, only causing children to be dependent on gadgets which pose a danger in the future.

The tendency of parents to give their children cell phones earlier than experts recommend. Many parents have trouble taking care of their children because many children's character changes because they watch videos that are not supposed to be watched by minors. Minors if given gadgets by their parents should only give them for learning aspects such as watching learning videos, reading, seeing children's knowledge, and others. Parents must be more careful in taking care of children who are still underage, because only with gadgets all traits, manners, and ethics will not change if children do not use gadgets properly.

The level of emotional maturity of minors can be said to be low, if they have shown behavior that is inappropriate for children to watch. Minors will usually imitate and practice the behavior of people who are more mature than them, therefore, the nature of the child will be formed from the behavior of his own parents, if parents set an example for good and positive things for children. Parents must be responsible for what he exemplifies to his children, because children are entrusted to be educated properly, because in the future children are seeds who will become real human beings.

Parents can divert children's attention to gadgets by providing various activities that make

children's hearts happy. For example, traditional games, singing, dancing, and various other activities that make children's brains develop. Minors must often provide lessons in the field of knowledge and the environment. Time under the age of 12 is the time when children must receive family warmth, because at the age of under 12, children catch what they see and will practice it again, therefore family warmth is needed in an effort to form the child's own attitude.

Stacy DeBroff, Chief Executive of Influence Central (2018), said that the tendency of parents to give their children their cellphones earlier than experts recommend is because they feel busy or have very busy schedules, making it difficult for them to take care of their children. Moreover, if parents do not accompany them properly, this will have a large negative effect in the future.

Another negative impact, as stated by Susan Greenfield (2018) in her book, *Mind Change*, states that technology has changed the way children's brains work. This causes children who use social media and use gadgets to be more prone to depression, have low self-esteem, and become more narcissistic.

Gadget is a term that comes from English, which means a small electronic device that has a special function. In Indonesian, gadgets are referred to as "acang". One of the things that distinguishes gadgets from other electronic devices is the element of "novelty". That is, from day to day gadgets always appear by presenting the latest technology that makes human life more practical. Even though it provides so many advantages for the user, if you are not wise in using it, the gadget can cause losses. One of them, the inability to live alone. "Just try it, almost every time Facebook users want to tell about their lives to others through status updates," said a clergyman, Father Deshi Ramadhani, SJ.

## 2. METHOD

The type of method used is a qualitative research method. According to Ristekdikti (2019) qualitative research can be understood as a research procedure that utilizes descriptive data, in the form of written or spoken words from observable people and actors. Qualitative research is conducted to explain and analyze phenomena, events, social dynamics, attitudes, beliefs, and perceptions of a person or group towards something. The research was conducted first by conducting a survey to the residents of Pasir Koja who have early childhood regarding the use of children's gadgets every day. To find out more, we conducted interviews with 3 parents in Pasir Koja by asking 5 questions regarding the positive and negative impacts of using gadgets in underage children.

To obtain maximum data from this study, the researchers conducted data collection. The sources of data obtained consist of: Questionnaire/questionnaire, namely a number of written questions that are used to obtain information from respondents in terms of reports about their personalities, or things according to their experiences. what he knows. 1) The questionnaire that the author made will be given to parents in Pasir Koja as many as 3 respondents. 2) Interviews, namely data collection carried out by holding direct questions and answers to related parties to complete data analysis.

## 3. RESULTS AND DISCUSSION

What do children do when playing gadgets? answer: usually children often play gadgets just to play games, watch cartoon videos, and search about lessons at school,

How often do children play gadgets? Answer: very often, even almost every day, every day cannot be separated from the use of gadgets as it has become a necessity even though it is still a minor. What are the positive impacts of children from using gadgets? Answer: Parents are quick to lose when it comes to finding out what news is trending or going viral. Even creative things parents know because they are told by children.

What are the negative impacts of children from using gadgets? Answer: Children tend not to pay attention to when using gadgets and if the gadget is taken by parents, children will get angry and say disrespectful words to parents. This is caused by the spectacle that presents words that are not worth seeing and consequently returns to the parents themselves.

What are the efforts to keep children from using gadgets properly? Answer: Always supervise and set an example for children by providing examples of shows that are appropriate to watch for minors. If children see their parents doing bad things in using gadgets, children will automatically imitate what we have done. Therefore, we must always set a good example for our children. Informant

2 (HA). What do children do when playing gadgets? Answer: Children often play gadgets just to play games and listen to romantic songs which should not be suitable for minors.

How often do children play gadgets? Answer: Every day, but only during the day and night. I don't give permission to play gadgets in the morning in order to help children's brains do activities that are healthy for the body such as sports and playing. At night I also limit the time for using the gadget, I give it until 10 pm after 10 pm, I will take the gadget and continue to get used to it so that the child is not dependent.

What are the positive impacts of children from using gadgets? Answer: Children become independent to find out things they don't know and that is very helpful when I'm doing housework, children don't ask me things they don't know, but immediately find out through gadgets.

What are the negative impacts of children from using gadgets? Answer: Children are sometimes so busy with their own world that they forget about their health. Like lazy to eat, lazy to do activities. Especially when playing games, children will be very focused on the game until when I say hello, the child does not answer because they are too busy playing games. Even though I always taught about answering greetings.

What are the efforts to keep children from using gadgets properly? Answer: Always set a positive example for children so that children can see the positive side of using gadgets. Supervise the child in everything he looks for on the internet. Check the gadgets that have been used by children, if you find negative things done by children, don't scold them, but give positive understanding to children so that children want to do positive things.

Informant 3 (YS)

What do children do when playing gadgets? Answer: Playing games, watching youtube videos, and communicating with his school friends.

How often do children play gadgets? Answer: very often you can even say that you use gadgets every day from waking up to sleeping again. It's hard to remind him if he's used to it like that and it's also my fault because I have provided gadget facilities at an age that is said to be premature.

What are the positive impacts of children using gadgets? Answer: Children become aware of news that has just appeared and it can be called knowledge if the news is categorized as education. But it's not good if the content of the news is gossip or artist controversy, which is not the time for minors to see news like that.

What are the negative impacts of children using gadgets? Answer: Children are difficult to manage because they often play with gadgets and do not want their world to be disturbed by other people, even their own parents. Being lazy to worship and do other activities. And also because children play games, children become brave to ask for money whose money is not used to fill their stomachs, but only to top up games that children play and that in my opinion is very unfortunate. If not obeyed, the child will cry and issue words that I did not teach at all and I am sure the child knows the inappropriate language from the gadget.

What are the efforts to keep children from using gadgets properly? Answer: An understanding must be given from an early age that gadgets are very dangerous for minors because minors have not yet chosen which one is good and which one is bad. The point is for parents who have minors to always supervise their children in using gadgets.

#### 4. CONCLUSION

Gadgets are communication tools that have a lot of positive values if used by people who can use them. However, gadgets also have many downsides if they fall into the wrong hands. As educated millennial citizens, we should be able to use gadgets as well as possible so that we can set a good example for other individuals. Parents who have the courage to give gadgets to minors must also be responsible for their children to always look for positive values from using gadgets. One way is to give positive examples to children about the use of gadgets. Because, minors will imitate the behavior of their parents, both positive and negative. If parents do positive activities on gadgets,

The role of parents is very important in the use of underage gadgets, supervision and providing an understanding of how to use gadgets properly, must always be given to children so that children do

not do things that should not be done. In this way, children will open their eyes to always do positive things. Because the role of parents is very important for the future of children. Therefore, always supervising children's activities is very effective for the continuation of children's good behavior.

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