

## INFLUENCE OF GADGET USAGE AND PARENT INVOLVEMENT TO CHILDREN'S PROSOCIAL BEHAVIOR

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### ABSTRACT

This expo facto research aims to see the effect of gadget usage and parent involvement on child prosocial behavior with sample of 80 parent of child. This research was done by data collecting technique used in research using questionnaire on each variable  $X_1$ ,  $X_2$  and  $Y$ . In variable  $X_1$  (use of gadget) while variable  $X_2$  (parent involvement) and for variable  $Y$  (prosocial behavior). Data analysis technique in this research is quantitative data analysis. The results show that overall the level of prosocial behavior of low gadget usage ( $A_2$ ) is higher than the use of high gadget ( $A_1$ ), there is an interaction between the use of gadgets with parental involvement on child's prosocial behavior, there is a difference in behavioral level prosocial use of low gadget ( $A_2$ ) parental involvement high ( $B_1$ ) higher than high prosocial use behavior ( $A_1$ ) high parental involvement ( $B_1$ ), there is a difference in behavior level prosocous low use gadget ( $A_2$ ) high parental involvement ( $B_1$ ) higher than prosocial behavior of low gadget usage ( $A_2$ ) low parental involvement ( $B_1$ ).

**Keywords:** *Use of gadgets, Parental involvement, prosocial behavior*

### INTRODUCTION

The technological advancement of the 21st century is growing rapidly, it is seen from the various types of technology found in the 21st abab for example mobile phones, smartphones, tablets and others. Various kinds of inventions with the aim to facilitate space and space the human scope is created one by one each year. This proves that the power of people's mind as well as human behavior more advanced. A growing example at the moment is the refinement of the telephone by Alexander Graham Bell. The perfection of this phone is increasing in

this modern-day age. Starting from the emergence of mobile phones (HP), until now people are more familiar with the term gadget or smartphone.

According to Big Indonesian Dictionary (2011: 132) gadget is a term that comes from the English language, which means a small electronic device that has a special function that always has a renewal. This means that gadgets are an object that has a special function in its use that comes with features and types of games that are interesting and there is always renewal.

Parental dialogical counseling is needed to monitor every child's activities in the use of gadgets. The use of gadgets requires restrictions on accessing certain features. In this case, parents should have specific strategies in reducing and avoiding children in excessive use of gadgets. A consistent pattern of discipline needs to be applied by parents who can and should not be accessed to avoid children from the negative effects of gadget usage.

According to research conducted by Patrikakau (2016: 20) on parental involvement in media and technology use by increasing discussion and attention between parents and children in limiting the use of technology can save children from the dangers of the digital age so that children can prepare for future development.

Based on preliminary observation, the researcher saw that children less in socializing with the environment because of the low involvement of parents in providing assistance and limiting the intensity of the use of gadgets in children and parents always make gadgets as a tool that makes parents feel comfortable in the activity. This is what makes parents forget that excessive use of gadgets will affect the child's prosocial behavior, especially how children relate to others.

### **ProsocialBehavior**

Prosocial behavior began to be studied by social psychologists since the events of The Kitty Genovese Murder in New York. Kitty Genovese was killed by an unknown person in front of her apartment. Events that occurred at night was witnessed by 38 neighbors. But none of them helped Kitty Genovese. Since then, social psychologists have been engaged in research on prosocial behavior. What causes people not to help? this is the basis of research interest. Researchers found that the more people in the place the less likely people are to help the victim.

According to Vaughan and Hogg (2005: 11) that prosocial can sulk to various types of behavior, including working together, sharing, helping, giving, and believing. Meanwhile, according to Wrihstman and Daux (2015: 273) states

that prosocial behavior is an action that has a positive social consequences, aimed at the welfare of others, both physically and psychologically, and the behavior is a behavior that more benefit to others of himself.

Based on the similarities between the concepts, then prosocial behavior is interpreted as a behavior that provides benefits for others, both physically and psychologically.

### **Use of Gadget**

Today the development of technology, especially the development of gadgets give impact to human life. Ownership of these goods have reached the hands of people of all ages both old and young and even young children have many who use gadgets.

According to Sunarto (2008: 6) gadget is a modern media that can be interpreted as an object / tool that is very important, which can be used for all areas of life. Like other electronic devices, gadgets can be used positively or negatively, the number of gadgets among children is an indication of the luxury of the specifics, the number of children left by their parents because of the busyness of parents and parents forget the life the future of his children.

Based on the description can be concluded that the gadget is a tool used in technology life that is very role in the era of globalization and have a special function that is practical.

### **Parental Involvement**

Parents are a family component consisting of fathers, mothers and children as a result of a legitimate marriage bond that can form a family. Parents have the responsibility to educate, nurture and guide their children to attain certain stages that lead the child to be ready in the life of society. The term parent usually shows everyone who is in a parent role with children.

According to Epstein in Kwong (2013: 2) "... identified six types of parental involvement; parenting, communication, volunteering, learning at home, decision making, and collaboration WIND the community. There are 6 forms of parent participation to achieve the educational

objectives of the child: (1) parental involvement in parenting skills, (2) parents communicating with schools, (3) parent involvement in volunteering opportunities at school, (4) parental involvement in home-based learning, (5) parental involvement in school in decision making, and (6) parental involvement in school-community collaboration.

Based on the above opinion it can be concluded that parental involvement is conceptualized as any form of parent participation in children's education process that is able to support the optimum achievement of child development, while the form of participation includes: decision making on children, parent-school relationship and parental responsibility in learning children at home.

## RESEARCH METHODS

The method used in this research is ex post facto method. As stated by Kerlinger in

Emzir (2009: 119) says that comparative causal research called ex post facto is a systematic empirical investigation where the scientist does not control the free variable directly because the existence of the variable has occurred, or because the variable is essentially can not be manipulated. The reason for using ex post facto method is that independent variable is not manipulated or not treated.

This study has independent variables that can not be manipulated. The independent variables can only be seen naturally or simply as they occur during the study. The variables studied are independent variable (X1) is the use of gadget and (X2) is parent involvement, while the dependent variable (Y) is prosocial behavior. Therefore, the proper method of research is the ex post facto method.

The design of this research using design treatment by level 2 x 2. The design of this study can be described as follows:

**Table 1.** Design research "Treatment by level 2x2"

| Use of the gadget              | Use of the gadget<br>high<br>( $A_1$ ) | Use og the gadget<br>low<br>( $A_2$ ) |
|--------------------------------|--|---------------------------------------|
| Parental involvement high (B1) | $A_1+B_1$                              | $A_2+B_1$                             |
| Parental involvement low (B2)  | $A_1+B_2$                              | $A_2+B_2$                             |

Population in this research is all parents of group B kindergarten in Pariaman City of academic year 2017/2018. In this study the population number of 1233 parents in kindergarten group B in Pariaman District Pariaman Town. sampling technique used in this research is Probability sampling / random sampling (random sampling). So that the number of samples taken in all cities pariaman there are 80 parents consisting of 4 kindergartens B in Pariaman City.

Handini said the sample is severe of the population in which the study was conducted.

The type of instrument used in the use of data on each variable is using a questionnaire. The questionnaire contains a series of statements covering each variable. To analyze the collected data, a two-way variance analysis (ANAVA) technique was used on a significant level of  $\alpha = 0.05$  requirements required in variance analysis were normality and homogeneity test. Normality test using Lilifors test. As for homogeneity test using Barlet test. If there is an interaction will proceed with the Tukey test.

## RESEARCH RESULT

### **1. Overall Prosocial Behavior Levels of Low Gadget Usage (A2) are higher than high gadget usage (A1)**

The use of gadgets affects the state of the child's environment including the development of children in the family and environment. In the results of the Starburger study (2011: 223), argues that an early child should be in front of the screen for less than an hour every day. In this case of course must be in the involvement of parents in order for the use of gadgets in children can be controlled so that the prosocial behavior of children to be better of course.

From the calculation of anava it can be seen that the  $F_o$  between columns ( $F_A$ ) = 8.29 has greater than  $F$  table ie 3.97 ( $F_o = 8.29 > F_t = 3.98$ ) While  $H_o$  is rejected and  $H_1$  accepted. that overall there is a significant prosocial behavior between the use of low gadgets with the use of high gadgets. In other words, the prosocial behavior of low gadget use is higher (= 44.25 and  $s = 3.30$ ) than the use of high gadgets (= 42.68 and  $S = 3.18$ ) Overall the level of prosocial behavior of children using lower gadgets is higher.

### **2. There is Interaction between Use of gadget with parent involvement to child prosocial behavior.**

Parental involvement in the use of gadgets can affect the child's prosocial behavior. This is reinforced from Honby's (2011: 1) opinion on parental involvement, which is "... parental participation in the education processes and experiences of their children". Parental involvement is the process of education and experience of their children is to increase the discussion and attention between parents and children in limiting the use of technology was able to save children from the dangers of the digital age. This means that family involvement in the use of technology is very important in the formation of child prosocial behavior.

Based on the summary of the results of the anova calculation above, obtain the price of  $F$ -interaction  $F(A \times B) = 26.5$  and  $F_{table} = 3.96$ , without  $F_{count} > F_{table}$ , so hypothesis  $H_0$  which states no interaction between the use of gadgets and parental

involvement of prosocial behavior and  $H_1$  accepted.

Based on the research data, the average score of prosocial behavior of low gadget usage with high parental involvement of = 57,25 and high usage gadget group with low parental involvement of = 57,20, for mean score of prosocial behavior of high gadget usage equal to = 54.20 and prosocial behavior of low gadget usage with low parental involvement = 57.20.

Thus the research hypothesis states that there is interaction between the use of gadgets and parental involvement of prosocial behavior tested significant.

### **3. Differences in behavioral level prosocial use of low parental high involvement gadgets higher than prosocial behavior high usage gadgets high parental involvement.**

According to Hornby (2011: 1) that is parental participation in the educational processes and experiences of their children. "Parents' involvement is in the process of education and experience of their children.

Based on the above table shows that the price of  $Q_{count} = 10.70$  is greater than  $Q_{table} = 4.94$  or  $Q_h > Q_t$  at the significant level  $\alpha = 0.05$  thus the null hypothesis ( $H_o$ ) is accepted and the alternative hypothesis ( $H_a$ ) is accepted. This means that the prosocial behavior of low-use gadgets with high parental involvement ( $A_2B_1 = 46.40$  and  $s = 2.85$ ) is higher than in the prosocial behavior of high gadget use with high parental involvement ( $A_1B_1 = 40.55$  and  $S = 2.60$ ) this means the  $H_a$  hypothesis that states the prosocial behavior of low gadget usage with high parental involvement is higher than the use of high gadgets that high parental involvement, rejected.

### **4. Different levels of prosocial behavior high usage gadgets high low parental involvement lower than prosocial behavior low use low parental involvement gadgets**

The use of gadgets related to child development is the social development of children. Child's social development is related to prosocial behavior, where children can interact, help, cooperate, empathy, to peers. According Jeynes (2011: 19) "The

highest expression of family involvement takes place when the mother and father are present to offer their support and assistance". It can be interpreted that the highest expression of family involvement occurs when a mother and father are present to offer their support and assistance. It is interconnected between parents, children, and the environment.

From his top opinion, explains that parental involvement affects a child's behavior. Therefore, parents should be role models for their children, especially in their prosocial behavior. Based on the above table shows that the price of  $Q_{count} = 3.96$  is

## CONCLUSION

Based on the results of data analysis, the results of hypothesis testing and the results of research discussions that have been obtained then can be explained some conclusions as follows: 1. Overall, the level of prosocial behavior with low gadget usage is higher than the use of high gadgets. 2. There is an interaction between the use of gadgets and parental involvement of prosocial behavior. 3. The use of low gadgets with high parental involvement high levels of prosocial behavior is higher than the use of high gadgets with high parental involvement. 4. Children who use high gadgets with low parental involvement in their prosocial behavior levels are lower than children who use low gadgets with parental involvement

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smaller than  $Q_{table} = 4.94$  or  $Q_h < Q_t$  at the non-significant level  $\alpha = 0.05$  thus the null hypothesis ( $H_0$ ) is rejected and the alternative hypothesis ( $H_a$ ) is accepted. This means that prosocial behavior of high gadget usage of low parental involvement ( $A1B2 =$  and  $s =$ ) is lower ( $A2B2 =$  and  $S =$ ). This means that the  $H_a$  hypothesis that the prosocial behavior of high gadget usage is lower than prosocial behavior of low gadget usage, accepted though prosocial behavior of low gadget usage, accepted though not significant because  $Q_h < Q_t$ .

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