

Parents Responses: The Use of Gadgets in Early Childhood

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ABSTRAK

Gadget adalah suatu perangkat elektronik yang mempunyai fungsi khusus, dari waktu ke waktu gadget semakin berkembang dengan mendapatkan inovasi baru untuk menambahkan fitur maupun teknologi yang lebih nyaman dan praktis sehingga dapat memudahkan dalam kehidupan sehari-hari. Dampak dari perkembangan teknologi itu sendiri adalah anak jadi lebih gemar untuk memainkan gadget karena menjadi sarana untuk belajar dan bermain. Sosok yang paling berpengaruh dalam menyikapi penggunaan dari gadget adalah orang tua, maka orang tua memiliki peran besar dalam membimbing dan mencegah agar teknologi gadget tidak berdampak negatif pada anak. Penelitian ini bertujuan untuk menganalisis perbedaan dari peran orang tua dalam menyikapi penggunaan gadget pada anak usia dini dengan membandingkan pada upaya preventif dan upaya kuratifnya. Penelitian ini menggunakan metode pendekatan kuantitatif dengan menggunakan teknik total sampling dan uji hipotesis menggunakan uji one way anova dengan mengambil sample 50 orang tua. Hasil dari penelitian ini adalah upaya preventif dari orang tua lebih baik dan lebih banyak diterapkan oleh orang tua dibandingkan dengan upaya kuratif hal ini dibuktikan pada nilai rata-rata upaya preventif sebesar 76,0600 dan nilai rata-rata upaya kuratif sebesar 51,1400. Sehingga dengan perolehan hasil nilai tersebut maka dapat disimpulkan bahwa upaya preventif memiliki skor lebih tinggi dibanding upaya kuratif yang dilakukan orang tua dalam menyikapi penggunaan gadget pada anak usia dini.

ABSTRACT

A gadget is an electronic device that has a special function, from time to time gadgets are increasingly developing by getting new innovations to add features and technology that are more comfortable and practical so that they can make it easier in everyday life. The impact of the development of technology itself is that children are more fond of playing gadgets because they are a means of learning and playing. The most influential figure in responding to the use of gadgets is parents, so parents have a big role in guiding and preventing gadget technology from having a negative impact on children. This study aims to analyze the differences in the role of parents in responding to the use of gadgets in early childhood by comparing the preventive and curative efforts. This study used a quantitative approach using a total sampling technique and testing the hypothesis using a one way ANOVA test by taking a sample of 50 parents. The results of this study are that parents' preventive efforts are better and more widely applied by parents compared to curative efforts. This is evidenced by the average value of preventive efforts of 76.0600 and the average value of curative efforts of 51.1400. So with the acquisition of these values, it can be concluded that preventive efforts have a higher score than curative efforts made by parents in addressing the use of gadgets in early childhood.

1. INTRODUCTION

Nowadays in human life it is impossible to be separated from the influence of globalization. What we can do is only to keep up with the swift currents of globalization and take advantage of the positive impacts of globalization (Afandi et al., 2019; Mutohhari et al., 2021). One of the effects of globalization that we can feel is the development of technology. The purpose of technology was created to facilitate human affairs. We can find various types of technology in this modern era. Technology has become a tool that can help most of human needs, technology can be used by humans to make things easier. This important role of technology has brought human civilization into the digital era (Priatna, 2018; Shahroom & Hussin, 2018; Suni Astini, 2020). The development of the world of technology is currently increasingly fast in the digital

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direction. The digital era has made humans enter a new lifestyle that cannot be separated from all-electronic devices. Technology becomes a tool that helps human needs. With any technology can be done more easily. In an increasingly modern era, technological developments in Indonesia are increasing day by day. It is proven by the large number of gadget users with various types spread throughout Indonesia. Users are not only adults but early childhood also take part in it (Maghfiroh & Suryana, 2021; Novitasari, 2019).

Consciously or not, environmental habits towards early childhood will shape the development of children. Children who in their golden period are experiencing the cultivation of character, character and morals, must get serious attention. The golden period or the so-called Golden Age is in the age range of 0-12 years. First Golden Age (0-6 years) and Second Golden Age (7-12 years) (Salsabila, 2021; Sumaryanti, 2018). Failure at this time in parenting and education patterns will affect their maturity. Parents are children's first teachers. Children grow and develop optimally physically, mentally, socially and spiritually in the early years of life with good cooperation between parents and teachers (Khairi, 2018; Wardhani et al., 2014). So parents, educators and society must guide them to avoid negative influences. At this time along with the development of technology, there are so many things that affect children, one of which is the use of gadgets.

Gadgets are media that are used as modern means of communication, currently gadget users can use them to add information and as entertainment media such as games, youtube, music, cameras and other applications. Gadgets are very easy to attract children's attention and interest and have become commonplace if children have used gadgets in their daily lives (Rahmawati, 2020; Syifa et al., 2019). The role of parents is very important in the development of very advanced technology in today's era. Parents need to pay attention to the many negative impacts of using gadgets on children, among others, it can interfere with health, can interfere with child development, be prone to crime and can affect children's behavior (Nanang, 2019; Nurfadilah et al., 2019; Susanti et al., 2022). Use of gadgets continuous will have a negative impact on children's behavior patterns in their daily lives. Children who tend to constantly use gadgets will be very dependent and become activities that must and are routinely carried out by children in daily activities, it is undeniable that nowadays children play gadgets more often than learning and interacting with their surrounding environment. Even though this is worrying, because when they were children they were still unstable, had a very high curiosity, and had an effect on increasing the consumptive nature of children (Febrino, 2017; Indriyani et al., 2019; Itsna & Rofi'ah, 2021). Therefore, the use of gadgets in children needs special attention for parents. Several cases regarding the negative impact of this smartphone often afflict children. Starting from internet addiction, games, and also pornographic content.

In general, they really enjoy the fun of using smartphones in their daily activities both at home, in the school environment and also in the children's play environment, so that some children tend to feel engrossed in enjoying the game offerings from a gadget they have compared to playing with their peers in the home environment (Nurfadilah et al., 2020; Salis Hijriyani & Astuti, 2020; Widodo & Sutisna, 2021). Even children are more engrossed in gadgets than listening to their parents' orders. In addition, there are often people who are angry when ordered by their parents. That is one form of children's addiction to their gadgets. More concerned with inanimate objects than the real world. Sometimes children are told to eat, asked to bathe, sleep and others don't want to. Children are concerned with playing gadgets rather than doing routines that must be done every day. Worse yet, if they are busy with the gadgets in their hands, children often don't look left or right or care about the people around them. Reluctant to even greet older people (Itsna & Rofi'ah, 2021; Lani & Pudji Lestari, 2019; Rahayu et al., 2021).

From the case statement above, it can be concluded that indeed giving gadgets to children without adult supervision or older people will tend to cause some negative impacts. In the above case, of course, children will find it easier to access various pornographic content from their gadgets because it is easier and more practical. This is why giving gadgets to children is still a matter of pros and cons among society.

The results of other studies related to this phenomenon the use of gadgets in early childhood is now mushrooming in the South Jakarta area (Aisyah, 2015). The data shows that 80% of the population of South Jakarta children use gadgets a lot as a means of playing. 23% of parents with children aged 0-5 admitted that their children enjoy using the internet, while 82% of parents reported that their toddlers are online at least once a week. Based on the results of this study, it can be concluded that children are now very familiar with gadgets. Parents should be able to deal with this problem well, especially from the family environment, namely parents as the first institution in character building and child development, they should have clear boundaries and rules regarding giving gadgets to children (Nurhidayah et al., 2021; Yanizon et al., 2019; Zulfahmi, Dian Putriana, 2022). If this is the case, of course, many parties will be harmed, not only the victims and perpetrators. As stated by previous study children are basically not time to be given a personal cell phone, this is because children are worried that children will turn out to have excessive consumptive behavior. Parents should be able to invite discussions in the sense of asking questions about the contents of all the gadgets that their children have. This means playtime is rewarding

time. Children can learn through playtime. During this time children can imitate the behavior of adults, develop their imagination and creativity (Nurfadilah et al., 2019; Setiawan, 2022; Susanti et al., 2022).

Based on the results of observations by researchers at the location, it can be seen that many young children use gadgets and parents seem to let their children use these gadgets. The habit of parents who always give gadgets when parents are at work so that children don't fuss, have tantrums and don't bother their parents, can have an impact on gadget addiction in children. It is also because parents are not committed and inconsistent in giving and allowing the use of gadgets. Therefore, the role of parents towards their children must always be carried out. Don't let parents rely on gadgets to accompany their children, and parents ignore their children or let their children not be a bother to their parents and it is necessary to have preventive and curative efforts by parents in responding to the use of gadgets in children. From those reason the researcher are interested to conducting study with aims to analyze the differences in the role of parents in responding to the use of gadgets in early childhood by comparing the preventive and curative efforts.

2. METHOD

The approach taken in this research is quantitative research. Quantitative research methods are defined as research methods based on the philosophy of positivism, used to examine certain populations or samples, sampling techniques are generally carried out randomly, data collection using research instruments, quantitative data analysis / statistics with the aim of testing the established hypotheses (Sugiyono, 2018).

In this study using test instruments and questionnaires were analyzed using statistics, to find out the difference between preventive and curative efforts of parents in responding to gadgets in children at Darun Ni'am Kopo Serang then the data from the study in the form of scores. The population in this study were parents of TK A and TK B in PAUD Darun Ni'am Kopo Serang as many as 50 parents. The researcher uses a total sampling technique where all members of the population are used as samples. The reason for taking the total sample. The total population of which is less than 100 is used as a research sample. The data analysis method used in this study was carried out with descriptive statistical techniques and data analysis prerequisite tests (normality test and homogeneity test) then used hypothesis testing with one way ANOVA test.

3. RESULT AND DISCUSSION

Result

Descriptive Statistical Analysis

Researchers have collected data with the instruments that the researchers have made, after the data is collected the researchers score and then score tabulations will be made. The score on the preventive and curative efforts test uses a Likert scale, which is an alternative answer with a value if it is always a value of 4, often a value of 3, rarely a value of 2, never a value of 1. After the scoring calculation process and making a score tabulation, the researcher adds up the scores of the two variables

This study has two variables, namely variables X and Y, variable X is the role of parents while Y is the variable use of gadgets. In descriptive analysis, the researcher used several calculations, including the highest, lowest score, mean, median, mode, standard deviation and range for each variable. To simplify the calculation of this descriptive analysis test, the researcher uses the SPSS version 20 program, the following are the results of the data processing, which can be seen from the SPSS output in Table 1.

Table 1. Descriptive Analysis Results

	N	Range	Minimum	Maximum	Sum	Mean	Std. Deviation
peran_preventif	50	52	72	124	4948	98.96	13.602
peran_kuratif	50	50	25	75	2557	51.14	12.856
Valid N (listwise)	50						

The result of Table 1 is used in order to identify the population or sample that is normally distributed or not. To make it easier for researchers in the normality test, the researchers used the Kolmogorof-Smirnov and -Wilk methods which are in the SPSS version 20 application program. The following are the results of the normality test can be seen in Table 2.

Table 2. Normality Test Results

	Kolmogorov-Smirnov ^a			Shapiro-Wilk		
	Statistic	Df	Sig.	Statistic	Df	Sig.
Peran Preventif	0.070	50	0.200*	0.974	50	0.347
Peran Kuratif	0.108	50	0.200*	0.972	50	0.290

Base on Table 2 show the results of data conducted by researchers using the Kolmogorof-Smirnov and the data has a significant level of more than 0.05, so the data is normally distributed. It can be seen that the results of data processing using the Kolmogorof-Smirnov method in the table above shows that the significant level of preventive roles shows a value of 0.200 and curative roles shows a value of 0.200 while the results of data processing using the Shapiro-wil method of preventive roles shows a value of 0.347 and curative roles shows a value of 0.290. So it can be concluded that the significance level value is $0.200 > 0.05$, $0.347 > 0.05$, and $0.290 > 0.05$, so it can be said that the results of all the data processing are greater than the 0.05 significance level and it can be stated that the data is normally distributed.

Homogeneity test

Homogeneity test is used to determine whether the data used have the same variance. In this homogeneity test, it has a significance level of 0.05 if you want the data to be said to be homogeneous. To facilitate researchers in the homogeneity test, the researchers used the program from SPSS version 20, the results from the homogeneity test is show in Table 3.

Table 3. Homogeneity Test Results

Levene Statistic	df1	df2	Sig.
2.171	1	98	0.144

Base on Table 3 show the results of the data of the significance level is 0.144, then the data is $0.144 > 0.05$, which means that X data is a homogeneous parental roles with Y, namely the use of gadgets.

Hypothesis Testing

This hypothesis test aims to test the existing hypotheses in this study, the researchers used the ANOVA analysis test using the One Way Anova using SPSS version 20. The results of the One Way Anova is show in Table 4.

Table 4. One Way Anova Test Results

	Sum of Squares	Df	Mean Square	F	Sig.
Between Groups	15525.160	1	15525.160	112.129	0.000
Within Groups	13568.840	98	138.458		
Total	29094.000	99			

Base on Table 4 show the results of the test above explain that $>$ with a value of 112.129 $>$ with a significant level of 0.05, it means that it is rejected and accepted. So the conclusion is that there is a difference between preventive and curative roles. Then, descriptive result is show in Table 5.

Table 5. Descriptives Result

	N	Mean	Std. Deviation	Std. Error	95% Confidence Interval for Mean		Minimum	Maximum
					Lower Bound	Upper Bound		
Peran preventif	50	76.0600	10.56643	1.49432	73.0571	79.0629	55.00	95.00
Peran kuratif	50	51.1400	12.85557	1.81805	47.4865	54.7935	25.00	75.00
Total	100	63.6000	17.14289	1.71429	60.1985	67.0015	25.00	95.00

Base on [Table 5](#) it can be concluded that from the results of parents' roles in responding to gadgets, parents are more likely to apply preventive roles compared to curative roles, this is evidenced by the average value of preventive roles of 76.0600 and the average value of curative roles of 51,1400. So with the acquisition of these scores, it can be concluded that preventive roles have a higher score than curative roles made by parents in responding to the use of gadgets in early childhood at PAUD Darun Ni'am Kopo Serang

Discussion

This research was conducted at PAUD Darun Ni'am, Kopo District, Serang Regency with 50 parents as respondents, which aims to determine the difference between parents' preventive roles in responding to gadgets and parents' curative roles in responding to gadgets. Based on the results of the study using the *One Way Anova* it can be concluded that the value $>$ with a value of 112.129 $>$ from a significant level of 0.05 which means that it is rejected and accepted, thus the hypothesis which says that there is a difference between preventive roles and curative roles made by parents in addressing gadgets in early childhood are accepted as true. From the results above, it can be concluded that parents of early childhood in PAUD Darun Ni'am Kopo Serang are more likely to apply preventive measures than curative roles, which means that parents are more concerned with prevention so that their children do not behave addicted to gadgets.

The role of parents is very important in preventing and overcoming the problem of gadget addiction in children, there are many ways and efforts that parents can do so that children can avoid gadget addiction. Proper parenting is highly recommended so that children feel comfortable interacting with their parents and the surrounding environment. Parents must be firm with children and instill discipline in using gadgets ([Amaruddin et al., 2020](#); [Hartanto & Yuliani, 2019](#)). This is in line with research conducted that instilling discipline in children is also followed by discipline in using gadgets, one of which is assertive discipline, namely by inviting children to discuss the rules ([Widya, 2020](#)). That applies at home or at school, the child is given instructions that are in accordance with the stage of his development logically why he is not allowed to play with gadgets and all the consequences that the child will get if he violates these rules.

In addition to applying parental discipline, it is also necessary to make an agreement on a schedule for using gadgets with children, This scheduling is very important so that the use of gadgets in children is not too intense. This is in accordance with the research of previous study which states that parental communication is very important in preventing gadget addiction in children ([Nurfadilah et al., 2019](#)). One of the forms of communication is communication about the agreement on scheduling the use of gadgets with children. Furthermore, well-developed communication between parents and children has a positive impact on children's mental development because children feel a democratic education pattern in the family ([Hornby & Blackwell, 2018](#); [Pramudyani, 2020](#)). By implementing a number of rules and agreements in the use of gadgets, children can use gadgets more effectively and understand what is prohibited in using these gadgets, of course, still with the supervision of the parents themselves.

Apart from that, all parents must also be able to refrain from getting used to using gadgets when they are with their children, because basically children are imitators of what they see in their surroundings. Appropriate modeling from parents is needed for the use of gadgets in preschool children ([Alamiyah, S. et al., 2021](#); [Aslan, 2019](#)). One of the theories put forward by John Locke is that good modeling greatly influences children's behavior, namely that children learn what they see from their surroundings. Because the best parents are those who can set a good example for their children. Parents have a very big influence on the moral development of children, because children will see parents as the most perfect model to imitate ([Purnama et al., 2022](#); [Tosun & Mihci, 2020](#)). Children will imitate whatever is done by parents or people in the surrounding environment. Parenting patterns are basically attitudes, ways and habits of parents that are applied to parenting, nurturing and raising children in the family environment, because apart from parenting it is also important how parents and children interact. The role of parents towards their children must always be done. Controlling any content played by children is one effective way. In addition, more often invites children to communicate or discuss, ask questions and play together with children will develop their imagination and creativity.

The implications of this study provide an overview related to differences in the handling of parents in responding to the use of gadgets in early childhood by comparing the preventive and curative efforts. This research will be useful for parents as a consideration in implementing good and correct parenting in the digital era as it is today. However, this research still has shortcomings. The limitation of this research lies on limited research subjects that only involve one school. Therefore, it is hoped that future research will be able to further deepen and broaden the scope of research related to parental handling of children's gadget use.

4. CONCLUSION

Based on the results of the study, it can be concluded that the preventive efforts of parents against the use of gadgets in early childhood have average score of parental preventive efforts is greater than the average value of curative efforts. The results of the calculation using the One Way Anova test with a probability value (Significance) that greater with a significant level, it means that it is rejected and accepted. So it can be concluded that there is a significant difference between preventive and curative efforts. It can be concluded that the difference between preventive and curative efforts affects the use of gadgets in early childhood.

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