

THE INFLUENCE OF GADGET USE ON ADOLESCENT SOCIAL INTERACTION IN BANYUMAS VILLAGE

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Abstract: *The purpose of this study was to determine the effect of using Gadgets on social interaction among adolescents in Banyumas Village. The methodology used in this study uses a descriptive qualitative approach. The sample respondents in this study were 54 adolescents, consisting of 45 female adolescents and 9 male adolescents. Based on the findings of the research results, it was found that there were positive and negative impacts on the use of gadgets on adolescents in Banyumas Village. The positive impact of using gadgets includes; making it easier for teenagers to establish communication with people who are far away, and making it easier for teenagers to get information about education quickly. The negative impacts of using gadgets include; Adolescents experiencing social dysfunction, the intensity of direct interaction with other humans being reduced, adolescents being less sensitive to their surroundings, the quality of direct interaction being very low, adolescents rarely communicating directly (face to face) and adolescents become consumptive. However, the form of interaction that takes place between adolescents tends to be associative, meaning that adolescents use telecommunication gadgets to collaborate with other humans by forming groups on chat media and social media, the main purpose of forming these groups is to disseminate information.*

Keywords: *Use of Gadgets, Social Interaction, Adolescents in Banyuumas Village.*

Introduction

The development of information & communication technology at this time has made humans live a very practical and efficient life (Hidayat et al., 2023). Indonesia is one of the developed countries that keeps up with the times and has become a victim of the emergence of communication products in the form of gadgets. The development of information technology is developing rapidly in the era of globalization (Sulistyaningsih, 2011). Many Indonesian people are fond of gadgets because they are influenced by trends in the world. Entering the era of modernization as it is today, many people use gadgets as a medium or means of communication. According to Soekanto (2012), modernization is a form of social change that is directed and based on planning. Humans as social beings are part of society. Humans cannot be separated from their relationship with fellow human beings to be able to meet their needs. The tendency of this relationship gives birth to communication with other humans through the medium of interaction. Interaction is a relationship between humans that is dynamic.

In the digital era, the world of education must be adapted, especially the media of learning (Akrim, 2018). After the industrial revolution, human dependence on mechanical

devices cannot be separated, as well as communication media, so that humans remain connected both to get information and for other purposes without having to go to that destination. From this it can be seen that the human connection to mechanical devices that are new and easy to use cannot be separated, something called a gadget. According to Osland (in Effendi, 2013: 2), a gadget is a term in English that defines a small electronic device with various functions. Gadgets are sophisticated goods that are created with various applications that can present various media such as news, social networks, hobbies, and even entertainment and this is an advancement of technology. In addition, the increase in crime and misconduct in productive society is triggered by the freedom to use gadgets in their teens (Hadipramana et al., 2019).

Social interaction can be useful for students in developing social thinking regarding their knowledge and beliefs about relationship issues and social skills. The increasing number of gadget users and changing ways of communicating is a pleasure in using technological tools to help and facilitate human activities, but the increasing use of technology can reduce the intensity of individual relationships. According to Ameliola and Nugraha (2013), the social interactions that occur through the media weaken the bonds of social solidarity among adolescents.

According to the Minister of Communication and Information in 2014, almost everyone uses gadgets, namely around 270 million users, meanwhile the number of internet connections in Indonesia has 47 million users. offices, malls, and even public transportation, so many people are preoccupied with their gadgets, especially teenagers. Gadgets become a very attractive and addictive magnet so communicating through cyberspace becomes a daily obligation and can take hours.

In the end, the use of gadgets now is not only a means of communication but also encourages the formation of interactions that are completely different from face-to-face interactions. Here the interaction that is formed is then accelerated through voice and text or writing. Communication feedback is known as feedback which is a reaction (response) given by the recipient of the message or communication to the sender of the message or the source communicator. In addition, feedback can also be in the form of reactions arising from messages to the communicator.

Research conducted on the impact of internet usage conducted by a research team at Carnegie Mellon University found that higher internet usage is associated with relationships with family. According to him, social relationships outside the family increased depression and loneliness. The Internet can do away with face-to-face social connections. The Internet can also cause people to change strong social relationships that develop in direct communities with weak web-related social relationships.

Literature review

There is a phenomenon where it is not uncommon for individuals to prefer to play or use their cell phones, even though they are in the middle of an activity or socializing with the people around them, based on the Siemens Mobile Lifestyle III survey, it states that 60% of respondents prefer to send and read Texting or playing the gadget in the middle of a family event which is considered boring. Advances in technology are also very influential for teenagers who always want to know things that are new and unique. Their age condition is the age most vulnerable to outside influences. People often define adolescence as a transitional period between childhood

and adulthood or a teenager, or someone who exhibits certain behaviors such as being unruly, emotional, and so on. We need to know that in the early 2000s communication technology began to develop rapidly.

Gadgets began to grow and develop in people's lives. The University of Michigan Department of Psychiatry conducted a meta-analysis study that combined the results of seventy different studies on empathy between 1974 and 2009. The study found that today's students have less empathy than students in the 1980s and 1990s. The study found that the greatest decrease in empathy occurred after 2000. Today's students have 40% lower empathy than students before 2000. Teenagers use gadgets for approximately 3 hours a day (Manumpil, et al, 2015). The use of gadgets by teenagers is influenced by several factors including cultural factors, social factors, personal factors, and psychological factors (Kotler, 2007). In addition, according to Fadilah (2015), the factors that affect teenagers in using gadgets are because of advertisements that are rampant in the world of television and social media. Gadgets also display interesting features and sophistication of these gadgets. If these factors are left unchecked and there are no changes in the future, there will be many impacts from the use of gadgets among teenagers. Adolescents certainly cannot be separated from developmental tasks that must be achieved and focused on overcoming childish attitudes and behavior and preparing for adulthood to come.

Adolescence is a transition from childhood to adulthood that experiences the development of all aspects or functions to enter adulthood. Adolescence lasts from 12 to 21 years for women and 13 to 22 years for men (Adhani & Priadi, 2017). Developmental tasks in adolescents cannot be mastered by adolescents by themselves, but need help from the environment to enable adolescents to master their tasks (Hurlock, 1980).

According to Havighurst, 1961 in Yusuf, 2011, the school environment has a role of responsibility in helping adolescents to achieve their developmental tasks. In this regard, schools seek to create a conducive atmosphere and conditions that can facilitate youth to achieve their development (Havighurst, 1961 in Yusuf, 2011). The difference between real and virtual, real and fake is very thin and difficult to distinguish. Many people like to update their status on social networks and get sympathy or comments from their friends in cyberspace. We feel we have so many friends, even though we can be people who, when in cyberspace, give comments and sympathy, when we meet, they don't even care about each other. Of course, we feel the difference when social interaction occurs directly rather than just being virtual. Facial expressions, body language, touch, maybe we can't feel it.

Use of Gadgets

Widiawati & Sugiman (2014) Gadgets are sophisticated items that are created with various applications that can present various news media, social networks, hobbies, and even entertainment. Irawan, (2013) Gadgets, which are currently popular with the public, especially among teenagers, have several types of gadgets that are frequently used.

Ma'ruf (2015) Gadget is a small technological object (tool or electronic item) that has a specific function but is often associated with an innovation or new item. Gadgets are always interpreted as more unusual or more cleverly designed than normal technology at the time of their invention. Even gadgets tend to be targeted at school-age children or teenagers. They are now very familiar with this one technology.

Osland Cvano (2013) reveals, "Gadget is a term in English that defines a small electronic device with a variety of special functions." While Rayner (2016) states, "The term gadget is an object with unique characteristics, having a unit with high performance and related to size and cost." One of the things that distinguish 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.

Various conveniences and sophistication are easily offered by this electronic device so it seems that people inevitably become addicted to this electronic device. At first, the gadget was more focused on a communication tool, but since the will of the era this tool has been refined with various features in it so that it allows users to do all of these things, gadgets also have positive and negative impacts on anyone who enjoys them. Parents should be able to monitor their children's use of gadgets properly so as not to have a negative impact.

The types of gadgets according to Irawan (2013) are as follows:

- a) iPhone Is a phone that has an internet connection.
- b) Ipad Is a gadget that has a larger size.
- c) Blackberry Is a wireless handheld device with various capabilities. This tool can be used for SMS, internet facsimile, and also cell phone
- d) Netbook is a combination of portable computers.
- e) Mobile is a tool or electronic communication device without wires. So that this tool can be carried anywhere and has the same basic capabilities as conventional fixed-line telephones.

Mobile phones or gadgets are mandatory friends that cannot be separated from Indonesian society. Based on the presentation of Ericsson's Consumer Lab data, apart from being a communication tool, gadgets also have other functions. In 2009 research showed that five gadget functions exist in society. Here are five functions of mobile gadgets or telephones for Indonesian people:

- a. As a communication tool to stay connected with friends or family = 65%
- b. As a business support = 65%
- c. As a modifier of community social boundaries = 36%
- d. As a means of stress relief = 36%

It is clear that the biggest benefit of gadgets is as a communication tool to stay connected with friends or family, according to their initial function, but apart from the functions above, gadgets can be unhelpful to foriunhelpfulinwledge about technological advances and for expanding networks. Gadgets can also be used as entertainment because there are various features such as cameras, games, Mp3, video, radio, and even internet networks such as Google, Facebook, Instagram, Twitter, line, and so on.

Gadgets have functions and benefits that are relatively by their use. The functions and benefits of gadgets in general include the following:

- a. Communication

Human knowledge is getting wider and more advanced in ancient times humans communicated through the mind and then developed through writing sent by post. Now in the era of globalization, humans can communicate easily, quickly, practically, and more efficiently by using mobile phones or gadgets.

b. Social

Gadgets have many features and the right applications for news, nnewss and stories. So that with this utilization you can add friends and establish relationships with distant relatives without having to spend a relatively long time sharing.

c. Education

Along with the development of today's era, learning is not only focused on books, but also through gadgets. With gadgets, we can access various necessary knowledge regarding education, politics, economics, general science, religion, and so on without having to bother going to the library which may be far away to reach.

d. Entertainment

It's no secret that gadgets are also useful for relieving fatigue through the entertainment they offer. Entertainment can be in the form of music, games, videos, and other multimedia software.

e. Access information

It's not a gadget if you can't provide information. With this information, it will be easier for users to carry out their activities. As a student, this information can be in the form of news updates about campus programs and their developments.

f. Insights increase

Increased insight is the benefit of the gadget, from the combination of smooth communication and easy information to get. We know that communication and information are elements that can increase someone's interview.

There are several factors why gadgets are so influential, including:

a. It's getting more and more sophisticated every day

Of course, this has the benefit of making work easier, with a form that is so small and practical that gadgets are very easy to carry anywhere and anytime. Gadgets are now friends that are always attached and difficult to let go of daily human activities, as well as with so many game application features that attract children's interest.

b. Unknowingly, gadgets create dependency

Unknowingly, nowadays children very easy to use gadgets and are increasingly dependent on gadgets, tand his is a negative influence. According to Fadila (2015), re are several factors that influence teenagers in using gadgets. These factors include:

- Advertisements are rampant in the world of television and on social media
- The sophistication of gadgets.
- Gadget affordability.

The use of gadgets among teenagers will certainly have an impact on teenagers, and the impacts that occur are in the form of positive and negative impacts. The positive impact of using gadgets according to Harfiyanto (et al, 2015).

1) Positive impact

- a. Make it easy to interact with people through social media. Making it easier to communicate with each other with new people and make more friends.
- b. Shorten the distance and time, because in the era of the development of sophisticated gadgets in which there are social media as it is today.

Long-distance relationship is no longer a problem and an obstacle. This is common

2) Negative impact

The negative impacts of using gadgets according to Derry Iswidharmanjaya (2014: 16) are as follows:

- a) Be a private person.
- b) Disturbed health.
- c) Sleep disorders.
- d) Likes to be alone.
- e) Mental illness.
- f) Aggressive.
- g) addiction

Aspects of using gadgets according to Christianity Judhita (2011: 14) are as follows:

- a) High use, namely the intensity of use of more than 3 hours a day.
- b) Moderate use is the intensity of use of about 3 hours a day.
- c) low, namely the intensity of use of fewer than 3 hours a day.

Method

The method used in this research is to use a quantitative method that examines teenagers in Banyumas Village by giving them a Google Form which contains several questions that will be answered or filled in by them related to the effect of using gadgets on the social interaction of adolescents in Banyumas Village.

Results and Discussion

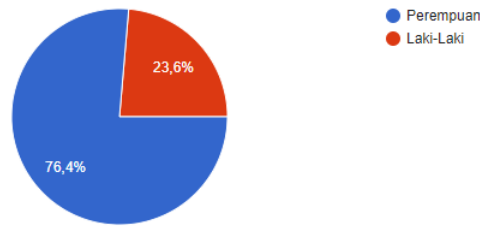
A. Data Presentation

Based on the results of the questionnaire that had been distributed over 10 days, 55 respondents were obtained through Google FForms Regarding " The Effect of Gadget Use on Adolescent Social Interaction in Banyumas Village"

B. Characteristics of Respondents

Description of Respondents based on gender

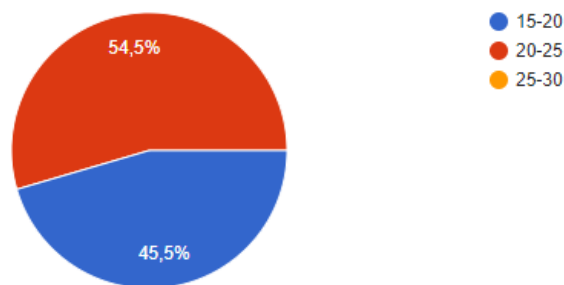
Jenis Kelamin
55 jawaban



The diagram above shows that there are more women than men who fill out Google forms. There were 44 young female respondents with a percentage of 75.9 %, and 11 young male respondents with a percentage of 24.1 %.

Overview by Age

Usia
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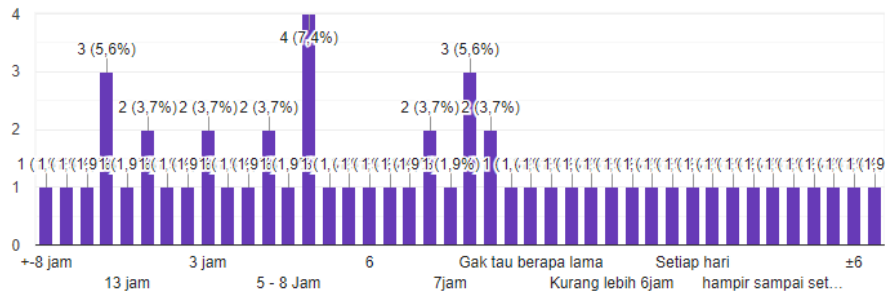
Based on the diagram above, this study has three age categories. Starting from 15-20 years, 20-25 years, and 25-30 years. Of the 55 respondents, it can be seen that most of my respondents are 20-25 years old with a percentage of 66.6 % because this age is the average age of teenagers in Banyumas Village. new. And for the next age sequence is 15-20 years with a percentage of 44.4%.

Discussion

1. Dalam satu hari, berapa lama waktu yang Anda habiskan waktu untuk bermain gadget?

[Salin](#)

54 jawaban



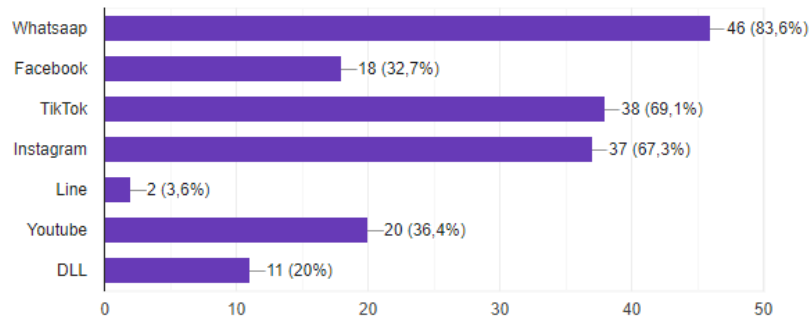
The diagram above shows that respondents spend more time playing with gadgets for 5-8 hours with a percentage of 7.4%. Then 5.6% of respondents spent 13 hours playing with gadgets.

Overview of applications that are opened when playing gadgets

2. Aplikasi apa ya yang anda buka jika bermain gadget?

[Salin](#)

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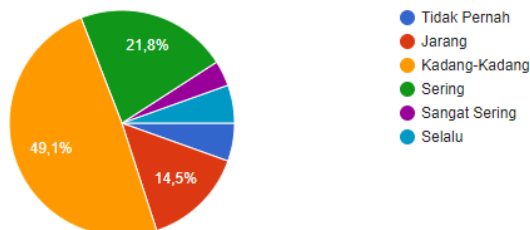


From the diagram above, we can see that 46 people open Whatsapp more often with a percentage of 83.6%. As many as 18 respondents opened the Facebook application while playing on gadgets with a percentage of 32.7%. Then as many as 38 respondents opened the TikTok application while playing on gadgets with a percentage of 69.1%. A total of 37 respondents opened the Instagram application while playing on gadgets with a percentage of 67.3%. As many as 2 respondents opened the Line application with a percentage of 3.6%. As many as 20 respondents opened the Youtube application while playing on gadgets with a percentage of 36.4%. And as many as 11 respondents opened other applications while playing gadgets with a percentage of 20%.

Overview of Student Activities at Home

3. Apakah anda lebih sering dikamar bermain gadget dibandingkan mengobrol dengan keluarga? [Salin](#)

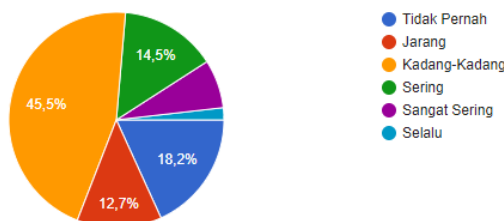
55 jawaban



Based on the diagram above, as many as 49.1% of respondents occasionally play with gadgets instead of chatting with family. As many as 21.8% of respondents often play with gadgets instead of chatting with family. And as many as 14.5% of respondents rarely play with gadgets in the room compared to chatting with family.

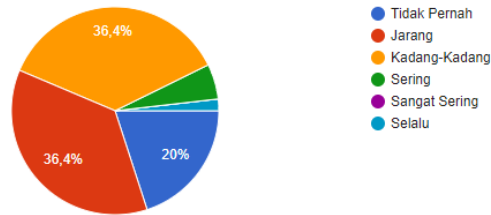
4. Apakah anda lebih memilih bermain gadget dirumah dibandingkan keluar pergi keluar bersama teman? [Salin](#)

55 jawaban



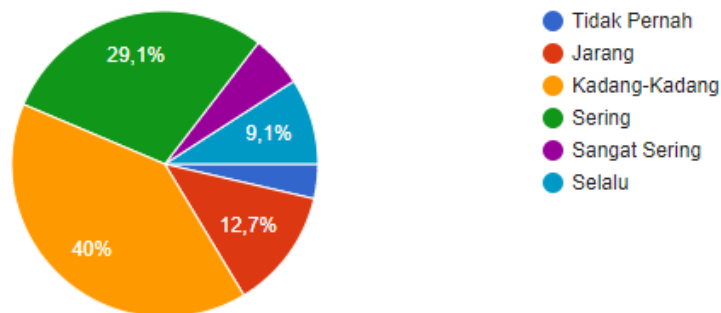
Based on the diagram above, a percentage of 45.5% shows that respondents sometimes choose to play with gadgets at home compared to going out with friends. A percentage of 12.7% shows that respondents rarely play with gadgets at home compared to going out with friends. The percentage of 18.2% shows that respondents always prefer playing with gadgets at home compared to going out with friends. The percentage of 14.5% shows that respondents often choose to play with gadgets at home compared to going out with friends.

5. Apakah pada saat keluar bersama teman anda sibuk bermain gadget dan tidak saling mengobrol?
55 jawaban



Based on the diagram above, a percentage of 36.4% of respondents rarely play with gadgets when out with friends. The percentage of 36.4% of respondents sometimes play with gadgets when out with friends. And as many as 20% of respondents never play with gadgets when out with friends.

6. Seberapa Sering anda bermain gadget untuk menghindari masalah di dunia nyata?
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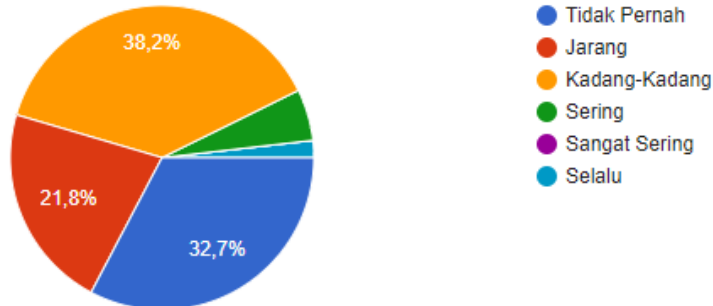


based on the diagram above, respondents sometimes play with adgets to avoid problems in the real world with a percentage of 40%. As many as 29.1% of respondents often play with gadgets to avoid problems in the real world. The percentage of 9.1% shows that respondents always play with gadgets to avoid problems in the real world. The percentage of 12.7% of respondents rarely play with gadgets to avoid problems in the real world.

7. Apakah anda marah jika ada seseorang yang mengganggu anda saat bermain gadget?



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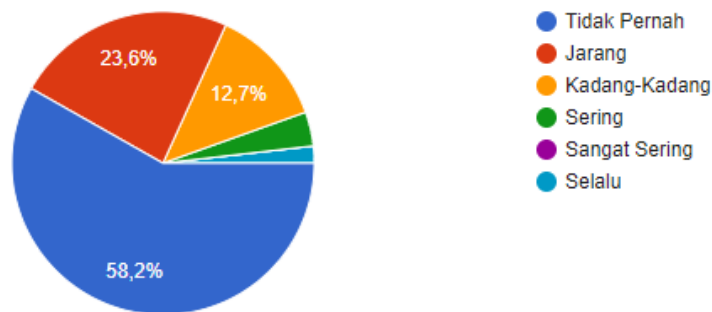


Based on the diagram above, respondents are sometimes angry when someone disturbs them playing gadgets with a percentage of 38.2%. As many as 32.7% of respondents were never angry when someone disturbed them using gadgets. And as many as 21.8% of respondents rarely get angry when someone disturbs them playing with gadgets.

8. seberapa sering anda mengabaikan pekerjaan rumah yang diberikan orang tua demi bisa bisa bermain gadget?



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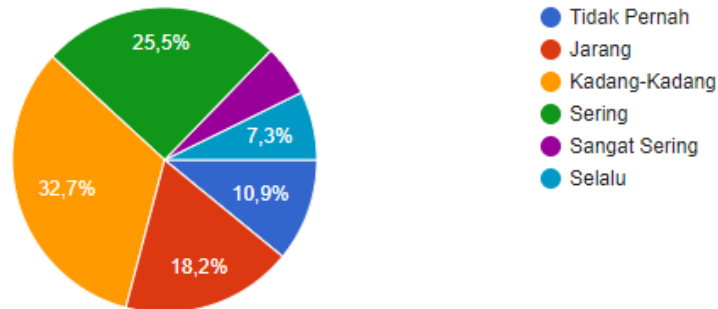


Based on the diagram above, respondents never neglect homework to be able to play with gadgets with a percentage of 58.2%. As many as 23.6% of respondents rarely neglect homework to be able to play with gadgets. As many as 12.7% of respondents sometimes ignore homework given by their parents to be able to play with gadgets.

9. Seberapa sering anda bergadang demi bisa bermain gadget?



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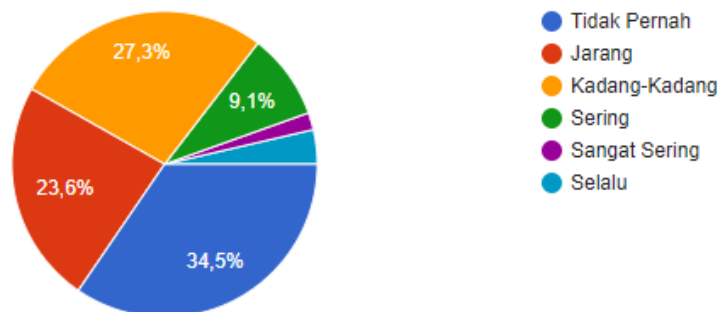


Based on the diagram above, as many as 32.7% of respondents sometimes stay up late to be able to play with gadgets. 25.5% of respondents often stay up late to be able to play with gadgets. As many as 18.2% of respondents rarely stay up late to be able to play with gadgets. 10.9% of respondents never stay up late to be able to play with gadgets. And as many as 7.3% of respondents always stay up late to be able to play gadgets.

10. Seberapa sering Teman/keluarga anda mengeluh karena seringnya anda bermain gadget?



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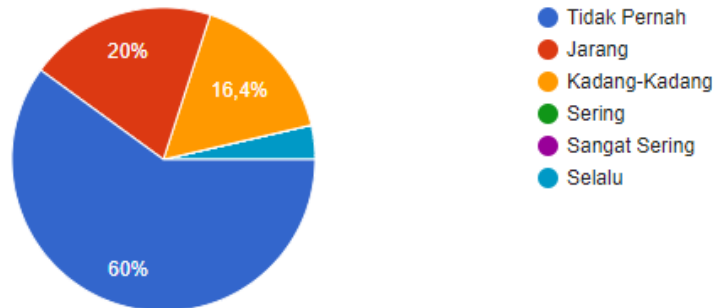


Based on the diagram above, 23.6% of the respondents' friends/family rarely complain because the respondents often play with gadgets. 34.5% of the respondents' friends/family never complained because the respondents often played with gadgets. As many as 9.1% of the respondents' friends/family never complained because the respondents often played with adgets. And as much as 27.3% of friends/family sometimes complain because respondents often play with adgets.

11. seberapa sering anda mengabaikan tugas sekolah/kuliah demi bisa bermain gadget? 12. Bagaimana hubungan anda dengan remaja di sekitar rumah anda ?



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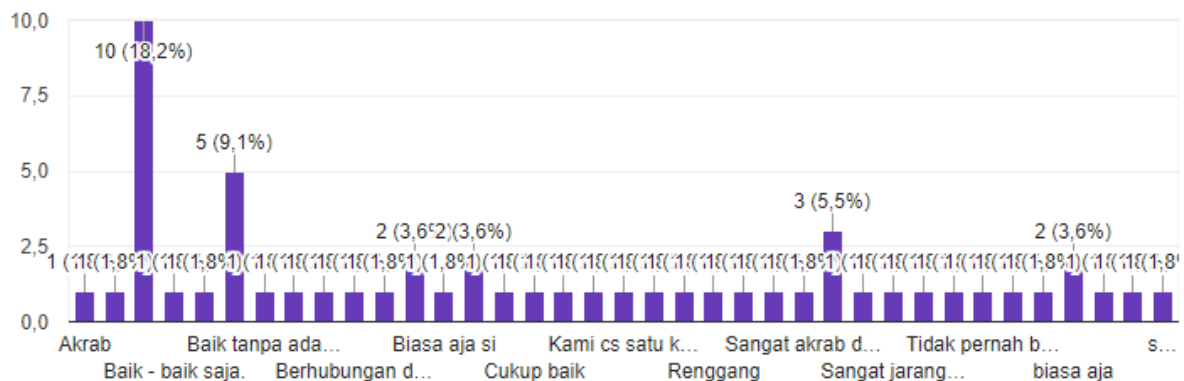


Based on the diagram above, as much as 60% of respondents have never neglected tasks to be able to play with adgets. 20% of respondents rarely neglect tasks to be able to play with gadgets. As much as 16.4% sometimes neglect tasks to be able to play with adgets.

12. Bagaimana hubungan anda dengan remaja di sekitar rumah anda ?



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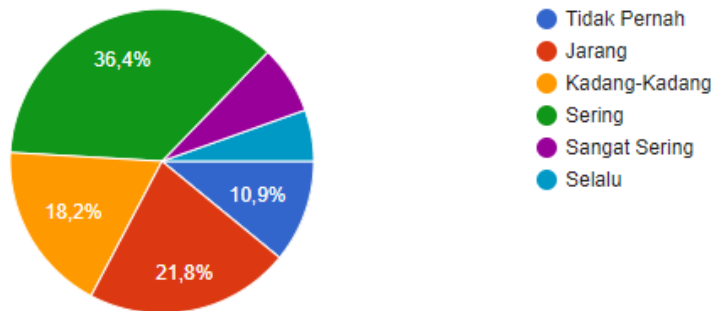


Based on the diagram above, the respondent's relationship with teenagers around their house is fine with a percentage of 18.2%. As many as 5.5% of respondents have very close relationships with teenagers around the house. And as many as 3.6% of respondents have normal relationships with teenagers around the house.

13. Seberapa sering kalian bermain bersama ?



55 jawaban

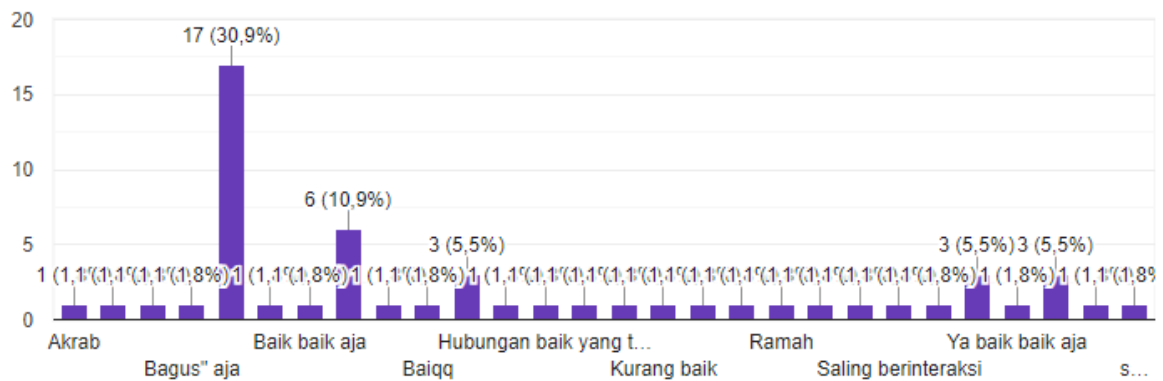


Based on the diagram above, as many as 36.4% of respondents often play together with teenagers around the house. As many as 21.8% of respondents rarely play with teenagers around their house. Then as many as 18.2% of respondents sometimes and as many as 10.9% of respondents never play together with teenagers around their house.

14. Bagaimana hubungan anda dengan masyarakat disekitar lingkungan rumah Anda?



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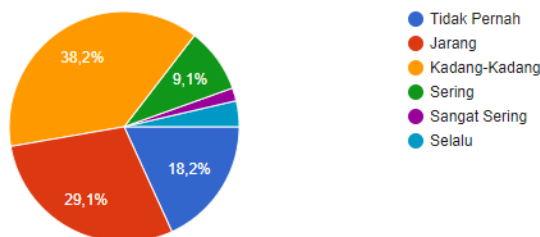


Based on the diagram above, respondents have a good relationship with the community around their home environment with a percentage of 30.9%. As many as 10.9% of the respondents have a good relationship with the community around their home environment.

15. Apakah anda sering mengikuti kegiatan sosial yang diadakan di sekitar lingkungan rumah anda?



55 jawaban



Based on the diagram above, respondents sometimes take part in social activities held around their home environment with a percentage of 38.2%. As many as 29.1% of respondents rarely participate in social activities held around their home environment. 18.2% of respondents have never participated in social activities held around their home environment.

Conclusion

The purpose of this study was to find out how the influence of gadget use on social interaction in adolescents in Banyumas Village. The methodology used in this study uses a descriptive qualitative approach, in which the researcher tries to describe the findings of the research by using words or sentences in a logical structure, as well as explaining concepts about one another. The descriptive qualitative approach was chosen because it can represent the characteristics of the research well, and the data obtained is more complete, more in-depth, and meaningful so that the research objectives can be achieved.

Based on the findings of the research results, it was found that there were positive and negative impacts on the use of gadgets in adolescents. The positive impacts of using gadgets include: making it easier for teenagers to communicate with people who are far away, and making it easier for teenagers to get lecture information quickly. The negative impacts of using gadgets include: adolescents experience social dysfunction, the intensity of direct interaction with other adolescents decreases, students are less sensitive to the surrounding environment, the quality of direct interaction is very low, adolescents rarely communicate directly (face to face) and adolescents become consumptive.

However, the form of interaction that takes place between students tends to be associative, meaning that students use telecommunication gadgets to collaborate with other students by forming groups on chat media and social media, the main purpose of forming these groups is to disseminate information during lectures, and complete assignments. - course work and so on. In addition, researchers did not find any form of interaction that leads to a form of dissociative interaction.

Based on the findings in this study, the authors suggest that teenagers can use gadgets intelligently and be wiser in using gadgets to make it easier to interact with the social

environment around them rather than preferring to play with adgets for things that are not useful, such as participating in various social activities. being done around the house.

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