

## The Influence of Gadget Use on Early Childhood Social Interaction

Lina Eliana<sup>1</sup>, Sefriyanti<sup>2</sup>, Anita Oktaviana<sup>3</sup>

<sup>1,2,3</sup>Pendidikan Islam Anak Usia Dini, STAI Darussalam Lampung

Email : [linaeliana51@gmail.com](mailto:linaeliana51@gmail.com)

### Abstract

*Technological advances that are increasingly developing are a necessity that cannot be denied. The development of this technology can help children in finding various kinds of information. However, behind the advantages of gadgets, there are also negative effects caused by gadgets such as the lack of children in socializing and interacting with their peers. This study aims to determine whether there is an influence on children between before and after using gadgets on their social interactions. The method that the researcher uses is a quantitative method using data in the form of numbers, the data in this study were obtained through questionnaires and observations, then the researchers conducted an analysis, the first thing the researchers did was a prerequisite test in the form of a normality test and a homogeneity test. The next step taken by the researcher was to analyze the data using the t-test technique with the help of SPSS Windows Ver. 25. Based on the results obtained in this study, there is a significant influence on early childhood social interactions between before and after using gadgets. These results can be seen from the comparative analysis in the paired sample test table which shows that the calculated alpha = 0.000 and the alpha test = 0.05, so that the calculated alpha < test alpha.*

**Keywords:** *Gadgets, Social Interaction, Early Childhood.*

### INTRODUCTION

The emergence of technology in this day and age is developing very rapidly. Technology appears with various types and features that are becoming more advanced day by day. The use of technology is a basic need today. This cannot be denied because the presence of technology is needed by many people. One form of advanced technology is gadgets (Sukarno & Prih, 2018). Gadgets are a real form of science and technology development today. The development of science and technology today certainly has a big influence on human life. However, the help of today's technology can make various human activities easier so that they don't take a long time. The use of gadgets in human life does not only influence adults, but also greatly influences young children, this will of course affect the social interactions of early childhood (Sukatno, 2020).

Gadgets are a medium that is used as a tool for communication. Current technological developments will certainly make it easier for people to communicate over long distances (Swatika, 2018). Gadgets are not only used by adults, but almost all people, including the elderly, young, and even children nowadays, almost everyone uses and utilizes gadgets as objects for seeking information and entertainment. Almost everyone who has a gadget spends more time playing with the gadget because apart from having a negative influence,

gadgets also have many benefits for certain groups. However, it cannot be denied that the negative influence of gadgets is very dangerous for those who misuse them, especially among students, both adults, teenagers and young children (Trinika, 2015).

Gadgets are an innovation from the development of new technology that has quite good capabilities in various new features and has practical and useful purposes and functions. As it develops, gadgets are defined as electronic devices that are small in shape and have special functions and always appear to provide a variety of new technologies so that they can influence the thinking patterns of adults and children (Rasyid, 2020). A gadget or cellphone is an electronic device that has various services and applications that can provide various interesting new applications so that it can deceive young children in various circles (Pratiwi & Anggraeni, 2018).

Social interaction among young children is indeed necessary, because that way children can learn many things about various roles which one day will create something very valuable in their lives. Apart from that, when interacting, young children will get various information about the environment around them (Nurmalasari & Wulandari, 2018). Children's social lives can change over time, the emergence of gadgets today can influence and bring changes to children's interactions. Young children are more

likely to like playing with gadgets than with their peers (Nisausholihah, 2020).

In general, early childhood is an individual who will undergo a mature growth process in order to live life in the future. Early childhood is a child whose age ranges from 0-8 years. During this period there is a phase of child development in all aspects, one of which is the aspect of social interaction, both with family and peers. Social interaction is a relationship related to the relationship between an individual, an individual and a group, and a group with other groups. Social interaction relationships can be established when there is social contact and communication with other people (Munisa, 2020). Social interaction is the key to all things related to social life. Therefore, if someone does not interact socially with other people, there will be no social life between fellow human beings. Social interaction is very necessary, this is because children will be taught from an early age about how to live in society and children will also be directed about various roles that can become an identification with themselves. Apart from that, when children interact socially, they will gain a variety of knowledge from those around them (Maulida, 2013).

Rapid technological advances have given rise to various new technological features. Gadgets are a real form of scientific development, the increasing development of today's technology has a great influence on human life, both in terms of behavior and thought patterns (Lolotandung, 2021). Apart from that, gadgets not only influence the mindset of adults but also young children. This will of course affect children's ability to interact socially with other people. The tendency to play excessively with gadgets can cause young children to have an attitude of not caring at all about everything around them, both family and peers. Children's dependence on gadgets will also have an impact on the gap between children who play with gadgets and children who do not play with gadgets. This gap will give rise to an introverted attitude towards children, which ultimately results in these children being less able to interact socially, both with their peers and the surrounding environment. (Kurniawati, 2020)

Gadgets actually don't only have a negative influence. However, it also has benefits depending on the user, including being able to broaden children's knowledge and prepare them to face the digital world, being able to train children's ability to use foreign languages through the applications provided by the gadget, and being able to increase children's enthusiasm for learning. Departing from the problems above, this research aims to find out whether there is an influence on children before and after using gadgets on their social interactions. (Koowa, 2019)

## **METHOD**

This research uses quantitative methods, where the data results are in the form of numbers and analyzed using statistics. The subjects in this research were 26 young children in the village of Labuhan Ratu Satu District. East Lampung. In collecting data, researchers used questionnaires given to children's parents and observations made on young children. Meanwhile, in analyzing data, researchers use t-test techniques in order to find out whether there is a significant influence between variable (X) gadget use on variable (Y) social interaction.

## **RESULTS AND DISCUSSION**

This research aims to find out whether there are differences in children before and after using gadgets in their social interactions. This research was conducted in Ponorogo Village, District. Sukadana District. East Lampung. The first step taken by researchers was to distribute a questionnaire to the parents of each child. This was done to find out whether all children used gadgets and whether there was an influence on children before and after using gadgets on their social interactions. After obtaining the results of the questionnaire, the researchers then observed the children about how their social interactions were after they used gadgets.

Before carrying out the analysis, the first thing the researcher does is prerequisite tests in the form of normality tests and also homogeneity test. The next step taken by researchers is to analyze the data using techniques *t-test* using the help of SPSS Windows Ver. 25. Technique *t-test*

This is used as an effort to test differences between before and after treatment.

**Prerequisite Test**

The normality test is carried out as an effort to determine whether the data is normally distributed or not. This method uses a normality test Kolmogorov Smirnov on SPSS Ver. 25. The results of the normality test can be seen in the following table:

Table 1. Normality test results that

	Tests Of Normality					
	Kolmogorov-Smirnov			Shapiro-Wilk		
	Statistic	df	Sig.	Statistic	df	Sig.
Gadget	103	26	200*	.979	26	.853
Interaction Social	151	26	130	.963	26	.456

\*. This is a lower bound of the true significance.  
 a. Lilliefors Significance Correction

Data can be said to be normally distributed if the sig level is greater than 0.05 then the data can be said to be normally distributed, if it is less than 0.05 then the data is said to be not normally distributed. It can be seen from the gadget's sig value of 853 and the social interaction column of 456. This value shows that if sig>0.05 then Ho is accepted and the data can be concluded to be normally distributed.

Homogeneity testing is carried out as an effort to provide confidence that a group of data that has been manipulated in a series of analyzes actually comes from a population that is not much different in diversity. The analysis of homogeneity testing in this research uses SPSS Ver. 25. Seen in the sig column, if the sig value is > 0.05 then Ho is accepted. For more details, see the table below:

Table 2. Homogeneity test results that Test of Homogeneity of Variances

Gadget		Levene			
		Statistic	df1	df2	Sig.
	Based on Mean	4.414	7	10	.017
	Based on Median	.381	7	10	.893
	Based on Median and with adjusted df	.381	7	3.771	.873

Based on trimmed mean	3.511	7	10	.036
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Based on the results of the table above, it can be concluded that if the sig value is greater than 0.05 then Ho is accepted.

After the data is proven to be normal and homogeneous, the next step the researcher will take is to analyze the data using comparative analysis. Apart from that, this was done to find out whether there was an influence on children before and after using gadgets on their social interactions.

Table 3. Summary Results of Both Samples

Pair		Mean	N	Std.	Std.
				Deviation	Error Mean
1	Before Using the Gadget	68.38	26	12.580	2.467
	After Using the Gadget	73.54	26	12.359	2.424

The table above explains that you can see a statistical summary of the two samples, which includes the mean, amount of data, standard deviation, and standard error of the mean.

Tabel 4. Paired Samples Test

P	Before Using the Gadget	Mean	Std. Deviation	Paired Differences		t	df	Sig. (2-tailed)
				95% Confidence Interval of the Difference	Upper			
	- After Using the Gadget	5.10	4.37	Lower: -6.919	Upper: -3.389	-2.6	5	.00

From the table above you can see the sig column. (2-tailed) the number below is the calculated alpha. If alpha count < alpha test then It was concluded that there was a significant influence on the social interactions of young children before and after using gadgets. If alpha count > alpha test, it can be concluded that there is no significant influence on the social interactions of early childhood between before and after using gadgets.

Tabel 5. Paired Samples Test

	Mean	Std. Deviation	Paired Differences		t	df
			Mean	Std. Error		
Before Using the Gadget	5.154	4.370	.857	.857	-2.000	54
After Using the Gadget	5.154	4.370	.857	.857	-2.000	54

From the table above there is alpha calculated = 0.000 and it is known that the test alpha = 0.05, so alpha count < alpha test. So it can be concluded that there is a significant influence on the social interactions of young children before and after using gadgets.

The influence of gadgets on young children includes: First, wasting time. By playing with gadgets, young children are usually more likely to lose track of time and forget themselves. Children will forget the time to do activities that can support their development with unimportant activities, namely playing with gadgets. *Second*, playing with gadgets for a long period of time will disrupt children's development and brain health. This can result in obstacles for children in speaking. *Third*, the increasing number of applications that are not educational has resulted in today's children behaving defiantly. *Fourth*, the more often children play with gadgets at close range, it can harm eye health. Apart from that, playing with gadgets without parental supervision can reduce children's interest in reading because from gadgets children are used to moving objects and pictures. *Fifth*, various interesting applications on gadgets can reduce children's social activities in interacting with their surroundings, both with their family and their peers (Khalid, 2019).

**CONCLUSION**

Based on the research results, it can be concluded that there is a significant influence on the social interactions of young children before and after using gadgets. This shows that gadgets have an influence on the social interactions of early childhood. These results can be seen from

the comparative analysis in the paired sample test table which shows that alpha count = 0.000 and test alpha = 0.05, so alpha count < alpha test. The influence caused by gadgets on young children is that they waste time in vain, can disrupt children's development and brain health, cause children to behave defiantly, disrupt eye health and can reduce children's activities in social interaction.

**SUGGESTION**

There needs to be more intense supervision from parents in accompanying children to play with gadgets, so that gadgets can provide educational benefits in the current digital era. Apart from that, parents need to take the time to invite their children to play, not only at home but in the community so that the intensity of their children's social interactions increases well.

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