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## Handling Device Addiction in Children Aged 6-12 Years in The Village Environment of Si Lebo-Lebo

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### ABSTRACT

This service is carried out in Si lebo-lebo Village using a qualitative approach. This study uses a qualitative approach as an approach or search to explore and understand a central phenomenon. The results of qualitative research in the realm of education are descriptive. The research subjects used in this study were several students in Si lebo-lebo Village. The sample collection technique used is sample random sampling, which means that each member of the population has the same opportunity and opportunity to become the research sample. Children must be accustomed to doing other positive things to distract children from playing cellphones. One of the things that can be done is with tutoring, unfortunately children are now reluctant to learn, because they are addicted to gadgets. Therefore, by holding tutoring in the village, the children can reduce their screen time, besides that the children also become socialized with other children. It's just that the learning supervisors have to look for new innovations to be able to survive and be able to continue to divert children to remember the games that are on the device. Parents must also play an important role in the success of the program to reduce screen time in children. This program was created with the aim of reducing the percentage of children's addiction to playing cellphones. It's just that the learning supervisors have to look for new innovations to be able to survive and be able to continue to divert children to remember the games that are on the device. Parents must also play an important role in the success of the program to reduce screen time in children. This program was created with the aim of reducing the percentage of children's addiction to playing cellphones. This work program is a work program that has been prepared and planned in advance before the implementation of the activity.

**Keywords:** Handling, HP Addiction, Children 6-12 years old

## Introduction

Elementary school students are people or children who are studying (learning, attending school) in elementary schools. The age of children who are in elementary school is around 6 to 12 years. They study for 6 years with the aim of changing behavior from those who do not know to know. Early childhood is in a period of very rapid development (Uce, 2017). Education is very important, because education is expected to increase human dignity, through a long process and can last a lifetime. Today's education has undergone many developments due to the rapid development of technology. Education can be obtained not only from school, but there are already many platforms in the digital world that can provide knowledge. The ease of finding this information makes us feel like we need a device all the time. In addition, after the Covid-19 pandemic, when learning is carried out at home, devices play an important role in achieving this learning. Well since then, children have to use the device within a few hours to follow the lesson. After the lesson is over, the child keeps holding the device, not for learning, but for relieving their boredom because they cannot play outside the house and cannot meet their friends. They continue to play gadgets because they are considered fun. But they do not know, that apart from the gadget has many benefits, there are also losses that can be accepted. Children who have started to overuse gadgets will start to get addicted to always playing gadgets even though it is not of interest. The children become individualists, who just feel at home in the room without the need to socialize with other people. In addition, the result of excessive use of gadgets is that children become lazy to study and do

assignments. Children also tend to fight against their parents when they are not allowed to play the device. Even though parents are not forbidding, they are just trying to limit these bad habits. Parents are afraid that if their children do too much screen time, it will affect the eye condition. The eyes will become dry quickly when playing the device for hours. In addition, if you already hold a cellphone, the child will focus on his world, no longer paying attention to his surroundings,

Several studies have proven the high use of gadgets in children (Chusna, 2017; Harusilo, 2018; Witrta et al, 2018; Chaidirman et al, 2019). This of course affects the development of children, both physically and mentally. This is supported by a statement from Natalova (2019) which explains that high-intensity use of gadgets in children can damage four main areas, namely sleep, weight, social development, and mental health. For this reason, researchers want to make an agenda for tutoring in the afternoon, as an effort to divert children's minds to playing gadgets. This is done to reduce the number of children who are addicted to gadgets in today's era.

## **Research Methodology**

This study uses a qualitative approach. Creswell (in Semiawan, 2010: 7) defines it as an approach or search to explore and understand a central phenomenon. The results of qualitative research in the realm of education are descriptive. The purpose of qualitative research is to understand individual views, find and explain the process, and explore in-depth information about the subject or limited research setting (Putra, 2013: 44). The research subjects used in this study were several students in Silebo-lebo Village. Referring to (Murdjito, 2012) that the method of community service has 7 stages, namely (1) analysis of the community situation, (2) identification of problems, (3) determining work objectives, (4) problem solving plans, (5) social approach, (6) implementation of activities, and (7) evaluation of activities and results. Based on the reference of these stages, the author tries to implicate it in the community service activities carried out.

## **Results and Discussion**

Elementary school children are children aged 6-12 years, have stronger physical characteristics that are individual and active and do not depend on their parents. School age is a period in which children acquire the basics of knowledge in determining success in adjusting to adult life and acquiring certain skills (Diyantini, et al. 2015). Unfortunately, today's children are reluctant to learn, because they are addicted to gadgets. They can play cellphones for a long time just to play games and other things that are fun for them. Parents provide these facilities to balance the existing technological advances. Parents do not want their children not to get the positive impact of the existence of the gadget. With a smartphone, everyone can communicate. In addition, a lot of information can be obtained just in the palm of your hand. However, children and parents forget that apart from having a positive impact, gadgets also have a negative impact. The use of gadgets in the long term will cause addiction to the user. This should not be allowed any longer, for that the author makes tutoring while doing research and dedication there to reduce the increasing percentage of children who are addicted to playing gadgets.

From the implementation carried out, children must be accustomed to doing other positive things to distract children from playing cellphones. One of the things that can be done is with tutoring. Tutoring is a process of providing guidance from supervisors to students by developing a conducive learning atmosphere and developing skills and study habits in order to achieve optimal learning outcomes according to their talents and abilities (Munandar, 2002: 21). In general, the purpose of tutoring (Syah, 2004: 23) is to achieve optimal academic adjustment in accordance with the potential of students. In particular, the purpose of tutoring is that students can understand themselves, students have learning skills, students are able to solve learning problems, Things that parents do to minimize children from the negative influence of using gadgets (1) accompanying children (2) Making time agreements in using gadgets (3) Making agreements in opening the features to be unlocked (4) Good modeling from people parents (5) Parents can put gadgets well (7) Invite children to study together. (According to Fadilah (in Yusmi, 2015: 137). With tutoring in the village, the children can reduce their screen time, besides that the children also become socialized with other children. It's just that the tutors have to look for new innovations to can survive and can continue to distract children to remember the games on the device. Parents also have to play an important role in the success of the program to reduce screentime in children.

## **Conclusion**

Based on the results and discussions that have been described, it can be concluded that due to excessive use of gadgets, children become lazy, both to study and to move and carry out activities like children in general. In addition, children also find it difficult to concentrate. This program was created with the aim of reducing the percentage of children's addiction to playing cellphones. This work program is a work program that has been prepared and planned in advance before implementation. In this implementation, there are also several obstacles and supporting conditions when the work program is carried out. As constrained by time that is not in accordance with the activities of each individual. However, apart from being constrained, there are supporting factors that are quite helpful in carrying out

their activities, namely, with the support of the village head and the availability of existing infrastructure, it is quite helpful in running the work program smoothly.

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