THE EFFECT OF GADGET USE ON LEARNING PROCESS IN MUHAMMADIYAH 1 SENIOR HIGH SCHOOL SURAKARTA

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ABSTRACT

In this Modern Era that based on Technology 4.0 there are many advancements that provides convenience for its users. Sometimes the user of devices makes some problem. Because its can be used easily and can be accessed by anyone. The advances in technology have also had several significant changes in all aspects . For the example as we found in the field of education. Many studies have been conducted to determine the negative and positive effects of gadget use inside the learning environment. The purpose of writing this article is to find out how much Gadget helps student in developing the effectiveness of learning. The school that chosen in this study was Muhammadiyah 1st High School of Surakarta. Where it's allowed for students to carry devices in case of teaching and learning process.

Keywords: Device, Laptop / Notebook, Handphone, Effectiveness, Teaching and Learning Process

1. INTRODUCTION

1. BACKGROUND

Gadget has become familiar with human life in this era. Due to the function of gadget that has many uses to facilitate humans in completing their work and also communicating. As written in Wikipedia.com, Gadget is a device or instruments that has practical goals and functions and specifically designed to be more sophisticated than previous technology. The difference between Gadget and other technologies is the smaller novelty element. As an example; Computers, are electronic devices that have updates in the form of their devices, namely; Laptop / Notebook / Netbook. Home telephone is an electronic device that has an update in the form of a mobile telephone.

Nowadays, devices take part in the education process. Because of its diverse functions and its use that can be done by all ages. Like a portable computer or commonly known as a laptop. Since 2010 until today many schools are learning using this device.

Muhammadiyah 1st High School is included in one of a school in Surakarta that allows students to use devices for teaching and learning process. The category of devices that are legal to use in the teaching and learning process at Muhammadiyah 1 Surakarta High School is; Laptops and Handphone.

2. PROBLEM FORMULATION

    a. What are the uses of the device for students in the Teaching and Learning Process

    b. What effect that will appear by gadget use of students for teaching and learning process

    c. What problem that will appear by gadget use of student inside educational environment

3. BENEFITS

By knowing the effect of Gadget use by student for teaching and learning process, we can increase students' knowledge, It's also make teacher easier to do their job and improve their performance.

    AIM

By conducting this study, author can find out the positive impact of gadget use by students and relations in teaching and learning as well as facilitate students in finding resources related to the subjects being pursued, also knowing the problems faced by students during learning process. In conducting this study authors also can find out the negative impact of gadget use by students for teaching and learning process is prohibited from being used, such as the difficulty of finding related sources , tools that commonly found on mobile phones (calculators, cameras, internet), and the influence of teacher performance in the teaching and

learning process. In this scientific article the author will provide a solution or problem solving for problems that appear in the use of gadget for learning process so that devices that used is not misused and does not interfere the concentration of students during learning process.

2. RESEARCH METHODS
Time and Institution for Research

Observations were carried out at Muhammadiyah 1 High School of Surakarta, observations were held for 10 days (January 29, 2019 - February 11, 2019).
Observation and Interview

Field observations are carried out by looking at and observing each part of the school, the organizational structure of the school, teaching and learning activities inside and outside the classroom. Then observe several classrooms which are the main material of observation and watch learning in the classroom directly, and know how the class running. Interviews were conducted to the teacher council and several students of Muhammadiyah 1 High School in collecting data, so that they obtained school information about the problem of using devices in the classroom and data collection was also conducted outside the classroom such as; school environment, buildings and school rooms, learning processes, behavior / characteristics of students, school administration, extra activities and co-curricular, facilities available at the Muhammadiyah 1 High School in Surakarta. And then describe the results of observations in this article.

3. FINDING DISCUSSION
The use of Gadget inside school environment has many benefits for both students and teachers and generally provides many conveniences in the teaching and learning process. The device that legalized in the Muhammadiyah 1 High School is Computers, Laptops and Mobile Phones. Gadget also has a great contribution for learning process. Such as in evaluating student learning. Gadget are also used as the device for Mid Semester Assessment and Final Semester Assessment. Gadget also makes it easier for students in the process of Registration and Admission to the level of Higher Education.

Muhammadiyah 1High School provides Wi-Fi facility, with a private access point and has a strong network. This facility will be improve every year. To make students easier to access the subject matter needed. Muhammadiyah 1 High School also provided Computer Devices that has been connected to an internet connection . Computer devices are located in Language Laboratory and Library. So that students who need to access the internet can easily use the facilities in those room. Or if students need to support their learning process by looking for more information about related subject matter.

Beside of the many benefits of using Gadget inside the school environment and in the teaching and learning process, the use of devices also has negative effects such as misuse of the facilities provided. Some examples of misuse of these facilities are:
a. Misuse of HandPhones for purposes outside of learning interests
b. Misuse of the school's internet connection (Wi-Fi) for personal use
c. Misuse of Computer facilities for personal use
d. Student achievement decreases
e. Students' emotions become unstable because of the influence of the device

To overcome the problems that arise due to the abuse of Gadget in the school environment, the school applies a disciplinary policy regarding the use of Gadget as follows:
1. Limiting the use of devices inside the school environment.
2. Prohibit students from activating mobile phones in the teaching and learning process, except with the supervision and direction of the teacher.
3. Give sanctions for students who violate the rules regarding the use of Gadget, for the example; confiscated and returned after 3 months.
4. Gather students devices when teaching and learning activities begin until it finished.
5. Improve the role of student counseling program for supervising student in the use of gadget

4. CONCLUSION

Based on the results of this research, we conclude that in the teaching and learning process, teacher have to limiting the use of devices and internet connections in school environment, prohibiting students from activating cellphones in teaching and learning such as finding resources related to learning but with teacher supervision and direction, preferably in the teaching and learning process students' mobile phones are collected and taken during learning process. Teacher can give students permission to use the device under their supervising. and for students that breaks the rule will sanctioned by confiscated their gadget and returned after 3 months, and it is better if their mobile phone is taken by the guardian of the student so that the guardian of the student can monitor students in the use of devices at home and avoid dependence on devices that can interfere students in learning and student health.

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