



The Influence of Gadget use on Students' Learning Achievement of Class 8 MTsN 1 Model Banda Aceh

Fahisa Hilal Rizqi Fitryan^{1*}, Nurmahni Harahap², Junaidi Ib³

Siswa Kelas IX, MTsN 1 Banda Aceh

Guru Riset MTsN1 Banda Acehkepala MTsN 1 Banda Aceh

Kepala MTsN 1 Banda Aceh

Corresponding Author: Fahisa Hilal Rizqi Fitryan hilalfahisa08@gmail.com

ARTICLE INFO

Keywords: Gadgets, Influence, Learning Achievement

Received : 1 February

Revised : 18 March

Accepted: 20 April

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ABSTRACT

Gadgets are communication tools nowadays, which have become a lifestyle among adults, teenagers, small children, and even the elderly. The research aims to determine the effect of using gadgets on the achievement of 8th-grade students at MTsN 1 Banda Aceh. The researcher used a descriptive qualitative method. According to the references that have been made, the researcher concluded that '8th grade students at MTsN 1 Banda Aceh use gadgets every day. can find interesting ideas". Grade 8 students at MTsN 1 Banda Aceh can be motivated by using gadgets every day, and also feel confident in participating in learning. The results of this research show that the use of gadgets for class 8 students at MTsN 1 Banda Aceh has no effect on their achievement

INTRODUCTION

Gadgets can be termed as communication tools today, but they have become a lifestyle. Gadgets with sophisticated devices can provide accurate information, and can be used in negative ways by students which will interfere with the decline in student grades. Success in learning can be defined as the initial capital towards intelligent achievement, after taking the achievement test the students can look at their abilities, there are many changes in attitudes, skills, ways of thinking, and knowledge. In the current era of globalization, all objects used by humans are increasingly advanced, one of which is gadgets which have a variety of benefits for their users, every student can search for information such as social media, lessons, newspapers, and screen (Syahyudin, 2019).

Because many students use gadgets, the author wants to examine whether there is an influence of gadget use on learning achievement in grade 8 students at MTsN 1 Banda Aceh. This research aims to determine the effect of gadget use on learning achievement in grade 8 students at MTsN 1 Banda Aceh.

LITERATURE REVIEW

According to (Arief S. Sadiman, 2012) the learning process is essentially a communication process, namely conveying a message from the message source through certain media to the message recipient. Teachers express messages in the form of teaching and education content in the curriculum through communication signs, both verbal, non-verbal, and visual. This is worth noting, students often use gadgets to search for information to increase their creativity in the academic field or other fields. However, it is very unfortunate that so many students use gadgets for things they shouldn't do.

According to (Hendrizal & Anggraeni, 2018) who researched how much influence gadgets have on the social life of class XI students at SMA Negeri 1 Padang. The results of this research show that many high school students still care about their surroundings. However, most students have very little knowledge about the correct use of gadgets. Parents are obliged to advise their children not to use gadgets excessively, teachers must also direct their students in terms of using gadgets. Teachers need to educate students about using gadgets for things that can improve their achievements so that students are aware of the dangers posed by gadgets.

METHODOLOGY

In this research, researchers will use descriptive qualitative methods. Qualitative methods are based on observable events in human life, while descriptive research aims to present concrete and factual data. According to (Rijali, 2018) Qualitative is when collecting data. For data minimization, data minimization is an attempt to summarize the data and then organize the data into certain conceptual units, categories, and themes.

Research Subject

A. Population

The population of this research is the influence of gadgets on student achievement levels, while the subjects of this research are grade 8 students at MTsN 1 Banda Aceh.

B. Sample

In determining the sample, the author distributed a questionnaire to 4 students from 11 classes 8 of MTsN 1 Banda Aceh, on average all students used gadgets in their daily activities.

C. Techniques and Data Collection

In this case, the researcher places the focus of the research, determines the informant as the main data source in this research, collects the results of all the data, analyzes the data, and makes conclusions.

D. Data analysis technique

The data analysis technique in this research will use qualitative techniques. There are two types of ways to analyze data, namely: Data processing and analysis are carried out after data collection is complete.

RESULTS

Gadgets are a technology that makes it easier for users to communicate, search for information, and so on. Gadgets are electronic devices that must be owned nowadays because they are very necessary for carrying out daily activities. Gadgets can be used to communicate long distances which can make it easier for users to communicate long distances.

Table 1. What Percentage of Users Communicate Long Distance

No	Question	Percentage
1	I use gadgets every day.	77%
2	By using gadgets I can find interesting ideas.	85%
3	<i>Gadgets make me too lazy to study.</i>	52%
4	I use gadgets to play online games all day.	49%
5	<i>Gadgets make my exam grades bad.</i>	46%
6	<i>Gadgets make me less focused on studying.</i>	56%
7	<i>Gadgets make me less enthusiastic about following lessons.</i>	44%
8	With gadgets, I always open things that are less useful for learning.	43%
9	<i>Gadgets motivate learning.</i>	78%
10	I use the gadget to look for assignments from the teacher.	76%
11	With gadgets, I don't socialize much with friends.	36%
12	<i>Gadgets have made me confident in the learning process.</i>	68%

13	<i>Gadgets make me good at talking to foreigners.</i>	70%
14	<i>Gadgets make me less close to my parents.</i>	37%
15	<i>Gadgets always make me interested in new things.</i>	79%
16	I can control when I have to use gadgets.	72%
17	When I stay in touch, I only focus on gadgets.	36%
18	I use a gadget to search for assignments that teachers give me via the internet.	79%
19	I will seriously study if I don't use gadgets.	67%
20	I'm too lazy to look for the work materials the teacher gives me because I don't use gadgets.	47%

In this section, every statistical test you conduct must be explained thoroughly. This part is very critical to elaborate on the employed stated research methodology. Every statistical finding must be summarized and presented in tables or graphs; instead of a mere copy-paste from your statistical tools.

DISCUSSION

Based on the results of the research that has been studied, the researcher concludes that "The use of gadgets among grade 8 students at MTsN 1 Banda Aceh has a great influence on their achievement." Grade 8 students at MTsN 1 Banda Aceh can find interesting ideas, be motivated by using gadgets every day, and also feel confident in participating in learning. The results of this research show that the use of Gadgets for grade 8 students at MTsN 1 Banda Aceh does not affect their achievement.

This was also shown by (Nurmalasari & Wulandari, 2018). Showing that there are several suggestions made, including the results of research, it is recommended that schools supervise students more so that they do not use gadgets during the teaching and learning process and provide sanctions if there are students who are found using gadgets during the teaching and learning process. In this way, teachers can prevent the decline in grades of students. Many students search for new assignments given by their teachers via the internet, this can make it easier for students to actively search for assignments from their teachers and also allows them to gain good knowledge and ideas for their learning.

However, it is very unfortunate that many students are negligent when visiting their closest family, they focus on their handheld devices, and also gadgets make them neglectful of studying, and lazy to look for materials given

by the teacher without using gadgets, this addiction makes their exam scores bad, When it comes time for the final exam, many students don't study, they are careless about the applications in the gadget.

CONCLUSIONS AND RECOMMENDATIONS

Based on the results of the research that has been studied, the researchers concluded that the 8th-grade students of MTsN 1 Banda Aceh by using Gadgets every day can find interesting ideas. Gadgets are a technology that makes it easier for users to communicate, search for information, and so on.

FURTHER STUDY

The author realizes that this research still has many shortcomings. Therefore, the author hopes that readers can provide criticism and suggestions to the author so that this research can be as perfect as it deserves.

ACKNOWLEDGMENT

Alhamdulillah, all praise be to Allah, I thank Mrs. Nurmahni Harahap who has guided me to understand this research and I thank my parents very much who have helped me to be strong until now.

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