

Research Article

The Role of Parents in Assisting The Use of Gadgets in Preschool Children

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Abstract.

This research is based on the problems found, namely parents suggest that gadgets can be the second caregiver, because by using gadgets children will sit and be busy playing their gadgets so that parents can carry out activities without being disturbed. This research was conducted on how the role of parents in assisting the use of gadgets in children, to determine the causes of childrens gadget addiction. This study aims to describe the role of parents in processing the receipt of information about gadgets, to describe the duration of gadget use in preschoolers and the limitations given by parents when children use gadgets. This research was conducted using qualitative methods, the technique used in selecting informants in this study was Qualitative Snowball Sampling. This research is described descriptively and in the technical analysis of the data the author uses triangulation. The results of this study are the role of parents in anticipating the negative impact of using gadgets on children in the form of limiting the duration of their playing gadgets, namely a maximum of 15 to 30 minutes, monitoring and ensuring that children access positive information as learning material, providing understanding and knowledge to children about things that can be accessed and sites that should not be accessed.

Keywords: parent suggest; gadgets; preschool children

1. Introduction

The rapid development of technology can certainly change the human mindset to become instantaneous. This technological development is very helpful for human work. One form of technology that is widely circulating in society today is a gadget. [2]Gadgets are communication tools that have many benefits for humans in carrying out daily activities. Examples of gadgets that are widely used are cellphones or currently more familiar with the term smartphone, in smartphones there are several features including camera, music player, calculator, social media, games, calendar, telephone and messaging. The number of features provided by gadgets is certainly very helpful for humans when carrying out daily activities.

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Currently gadget users can use the gadget to add information and as a medium of entertainment. The many benefits of gadgets and the demands of the times that currently require every human being to use gadgets in their daily activities, many parents have introduced gadgets since early childhood. So that currently most of the early childhood are familiar when using gadgets. Children in general, use gadgets to watch videos, play educational or adventure games, so that children don't know time, are absorbed in playing gadgets and don't want to help their parents in their daily lives, lack of socialization of the surrounding environment and decreased learning outcomes, and can be at risk for what is seen by children on social media as mingled pornography.

Gadgets can be the second caregiver, because by using a gadget the child will sit and be busy playing with the gadget so that parents can do activities without being disturbed. In addition, there are also parents who do not give permission for their children to use gadgets. Parental education also affects the control given by parents to their children[3].

Parental control is mainly from the control provided by a mother. A mother with a tertiary education will find interesting ways to keep her child from playing on their gadgets and for mothers with low education, it is difficult to find interesting ways to keep their children from playing on gadgets. Lack of the ability of parents to supervise their children playing gadgets, of course, will provide opportunities for children to see negative content, in the form of violence or pornography. Apart from content, the duration of using gadgets for children must also be considered.

2. Methods

This research uses qualitative research with instruments to collect data. [4]Qualitative research methods can be interpreted as a research method based on the philosophy of postpositivism, used to examine the conditions of natural objects, (as opposed to experimentation) where the researcher is the key instrument, the data collection technique is triangulated (combined). , data analysis is inductive / qualitative, and qualitative research results emphasize meaning rather than generalization. The informants in this study were:

Data collection techniques used in this research namely documentation. Documentation techniques, namely looking for data regarding things or variables in the form of notes, books, papers or articles, journals and so on[5]. Research instrument in research This is a material classification check-list research, writing scheme / map and format research notes.

TABLE 1: Research Informants.

No	Informants	Information
1. 2. 3.	<p>Parents Initials: U, Age: 36 years old, JK: Female</p> <p>Parents Initials: H, Age: 30 years, JK: Female</p> <p>Parents Initials: S, Age: 40 years, JK: boys</p>	<p>Have a 6 year old child</p> <p>Have a 5 year old child</p> <p>Have a 5 year old child</p>

The data analysis in this study used technical triangulation, meaning that the researcher used different data collection techniques to obtain data from the same source. Researchers used participatory observation, in-depth interviews, and documentation for data sources simultaneously.

3. Results and Discussion

3.1. Use of Gadgets in Preschool Children

The results of research conducted by The Asian Parent Insights in November 2014, as many as 98 percent of 2,714 people older people in Southeast Asia who follow this research allows his son to accessing technology in the form of computers, smartphone, or tablet. This research conducted on 2,714 parents in Asia Southeast who have children aged 3-8 The parents of the study participants come from Singapore, Malaysia, Thailand, Indonesia, and the Philippines. From the survey results that's most parents allow their children to play gadgets for educational purposes. but in reality according to the survey results most of their children use gadgets / tablets for entertainment purposes such as gaming[6].

3.2. Positive and Negative Impacts of Gadget Use in Pre-School Children

Technological developments indeed inevitably, many changes happened so fast as a result of the flow of globalization. Parents always have to adapt to the times. Many positive things can be taken from use of gadgets in preschoolers if always under adult monitoring.

The positive impact of using gadgets in early childhood Several things had an impact positive development of information technology[7], among others: (1) Can add to the child's insight. (2) Children can build relationships, make friends without having to be limited by distance and time. (3) Can make it easier for children to find and know the latest information. (4) Children can use a technology educational software like programs

for knowledge basic reading, arithmetic, history, geography, and so on. (5) Becoming a solutions for parents facing a child who is tired of studying. (6) building children's creativity. (7) Technology makes a child much more fluent with technology, especially information Technology.

In addition to the positive impact of using a lot of gedge, there are also quite a lot of negative impacts for children that should be watched out for and should be avoided, among others; (1) There is a radiation effect that can affect the health of students, so preschoolers should not be given gadgets to use permanently. (2) Prone to crime, because children are considered less able to protect themselves, causing children to become the main target of theft crimes. (3) Interferes with children's development, because it is not uncommon for school children to be more interested in seeing vibrating gadgets during lessons. Worse yet, gadgets are used to cheat answers during the final / national exam. (4) Gadgets can also lead to waste, because they increase spending on pulses. Moreover, the credit is not used properly, it will waste the credit. (5) Misuse of internet features, The internet, which should be used to make it easier for children to find information or subject matter, can be misused to find unfavorable pictures or videos (pornographic).

3.3. Forms of Parental Assistance when children use gadgets

3.3.1. Father

1. Fathers are very rarely involved in assisting preschool children using gadgets. Fathers sometimes help their children to find videos to play on youtube.
2. Father plays games with children When the child is fussy, crying and disturbing, the father gives the child a silent and calm spy gadget.

3. *Mother*

4. Mothers are often involved in playing gadgets with their children.
5. There are mothers who use gadgets as a learning medium for their children, such as recognizing colors, animals, recognizing children's songs, etc.
6. There are also mothers who let their children play gadgets, the important thing is that the child does not disturb the mother in doing her job.

As for the role of parents found in this study, namely parents teach children social skills. Through This, parents must know and associate with the child's environment. In

terms of This is the child's closest environment, namely family, neighbors and friends. In early childhood, children develop in the exploration stage and interact directly with the surrounding environment. The usual child tend to be happy with new things he gets through activities played. It is not uncommon for children to play and satisfy their curiosity through gadgets, because gadgets are something that appeals to them and are moreover coupled with the online game applications contained on gadgets, so most of them spend all day for playing gadgets. Even though children their age have to play and mingle with peers. But without realizing it, something like this is very affect social skills in children.

Parents should provide educational games for children, so they don't always play gadgets. Providing communicative and educational learning facilities that can train their motor skills. Everything starts with gadgets so that children can access the internet and open sites that can damage children's morale, there are some tips so that children don't choose the wrong choice, among others: (1) Pay attention to the age of the child whether it is suitable with the selected toy or not. (2) Choose a game that suits the gender of the child. (3) Time to play on the iPad or on the laptop must be limited because it will damage the child's eyes, and be accompanied when accessing toys. (4) Do not play iPad or laptop too often because it indirectly teaches children to be individual, and it is difficult to socialize with other children. (5) Playing iPad or laptop makes children rarely move so that their physical and motor needs are disturbed. So, provide a certain time. So, the role of parents in educating children in the digital era is very important, so they don't get addicted to gadgets or other electronic items by doing their best. Doing smart tricks in supervising children at every step, because children have potential in their respective fields that still need to be directed.

Parents are more prudent towards children in using gadgets, it is not gadgets that are the biggest enemies of children, but parents who do not care about children are the ones who make gadgets the biggest enemy of children. Inhibiting factors is a Parents who become research informants work a lot outside the home, so the child is left with relatives. There are parents who do not understand how to use gadgets Parents are like mothers who are busy with homework, so gadgets become a solution so that children don't interfere. Supporting Factor Parents' knowledge about the positive and negative impacts of using gadgets on children. There is parental awareness of the importance of accompanying children when playing gadgets.

4. Conclusions

Based on the results of research and discussion, it can be concluded as follows: (1) Parents' Efforts in Overcoming Gadget Addiction in Children, namely (a) mentoring the use of gadgets to children, (b) limiting usage gadgets in children, (c) choose according to the child's age, (d) provide a good example from. (2) Constraints faced by parents in dealing with children who are addicted gadget, namely (a) covering some housewives in terms of activities everyday, such as doing household chores such as cooking, washing and tidying up the house, (b) child problems, namely difficulty eating, until forgetting time to eat, difficulty sleeping, the child will frown cry if not lent or allowed to use gadgets, other than that the child will be fussy when the mother is doing housework. (c) the obstacles experienced by some working parents, namely limited time to interact with children because they are rarely on house.

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