

The Impact Of Gadget Use On The Learning Spirit Of Nurul Athfal Ulujami Islamic Boarding School Students

Fajar Subhan

UIN K.H Abdurrahman Wahid, Pekalongan, Indonesia

fajarsubhannurulathfal@gmail.com

Abstrack

As technological advances have fundamentally changed the educational environment, the traditional Islamic educational institution, pesantren, has not been spared. Technological advances have revolutionized the way students learn and interact with science. The utilization of technology has brought tremendous benefits such as: Quick access to information, rich learning resources, and easy communication. However, it has also brought new challenges, especially related to students' enthusiasm for learning. This study aims to find out whether the development of technology, especially gadgets, can have an impact on students who generally use gadgets when studying at pesantren dalarang. The research method uses a type of qualitative research with a field study approach. Subjects or informants in the study were the head of the pesantren, ustadz and santri guardians using Purposive Sampling technique. Data collection methods by means of observation, interviews and documentation. The result of the research is that there are some students who are affected by the use of gadgets, namely becoming lazy to study when they enter the pesantren. Another impact is that children tend to follow the harsh and dirty words they encounter when socializing media. The next problem is the lack of direct interaction between children and parents. During the parents' visit to the pesantren, the children are busy playing with their gadgets.

Keywords: Gadgets, Spirit of Learning, Islamic Boarding School

Introduction

Education plays a vital role in the development and progress of a society. As the main pillar in the formation of individual character and skills, education not only opens the door to knowledge, but also creates a strong foundation for positive transformation in various aspects of life. One of the educational institutions in Indonesia is the Islamic Boarding School. Islamic boarding schools were originally only focused on learning the yellow book, now most of them have begun to transform by combining traditional and modern learning. Many boarding schools

that were originally salaf are now starting to establish formal education institutions both under the auspices of the ministry of religion and the education office.

Talking about the world of education at this time, it has been greatly affected by the development of information and communication technology. For example, the role of the internet today is increasingly important in supporting social, economic, political and even educational life. The rapid development of technology and information has made the internet the main communication tool that people really need. During the pandemic, almost all educational institutions utilized the internet network. The internet and communication tools such as cellphones are indeed very helpful in finding information, but if not used properly, it will also have a big negative impact.

The impact of gadget use is not only felt by general education institutions, but students in boarding schools are also affected by the negative impact of uncontrolled gadget use. Basically, students in boarding schools or known as santri do spend a lot of time in pesantren. However, when the vacation period arrives, they will meet with their old friends and ask each other for contact numbers or social media accounts to communicate with each other. Actually, there are no problems related to communication with old friends, but when they play on social media and mingle with many people from different backgrounds, they will influence each other. In addition to communication problems, gadgets provide many features that are entertainment in nature and can even make users experience addiction. When children are comfortable with their gadgets, then when the pesantren holiday time is over and children have to return to the pesantren, they will usually feel lazy and ask their parents to postpone their departure, because pesantren generally prohibit their students from using gadgets. Furthermore, in pesantren when parents visit their children, they ask their parents to bring their gadgets. And in the end, every visit from parents, which should be a time to communicate with each other, the children are only busy with their gadgets.

With this research, it is hoped that the negative impact of uncontrolled gadget use can be known and can provide education to parents, especially those who have children in boarding schools, to be more able to limit and supervise the use of gadgeted by their children. So that the ideals of parents in sending their children to pesantren, namely having children with good morals, can be achieved.

Today's world is experiencing rapid development in technology and information. Today almost everyone, from children to the elderly, has these devices. The definition of a gadget according to Novitasari is a small electronic device that has a specialized function. Examples include smartphones such as iPhones and Blackberries, as well as notebooks, which are a combination of portable

computers that allow users to use communication media tools in order to facilitate interpersonal communication.¹

A gadget consists of a small device or mechanical device that is attractive and relatively new, thus providing new pleasures for its users, especially for children. This suggests that these devices mostly serve as communication tools. But with the times, devices are updated with various features built into them.² Gadgets, or smartphones, are media used as modern communication tools, and these gadgets make human communication activities easier. They are so embedded in people's social lives that people cannot escape them.

Fahdian Rahmandani et al said that the intense use of tools makes it easy for students to receive a very wide range of information. Much of the information they obtain is inaccurate. to change the way children think, think, and act when they use these devices. The character of students who actively use gadgets (smartphones) has decreased and degraded their values. Individuals who use gadgets (smartphones) tend to be more passive, such as individuals who are closed, individualistic, and do not care about the surrounding environment. Children tend to be less disciplined, not involved in religious activities and apathetic, tend to think irrationally, look for things that are easy and do not care about others, and lack social care.³

Warto further explained that boarding schools cannot avoid current technological advances, but they can accept and utilize them wisely. However, the actions of santri will be different if they are outside the boarding school environment because they can use these devices freely without being bound by regulations.⁴

Methods

This type of research is a type of qualitative research that uses a field study approach (field research). This research method produces descriptive data in the form of written or spoken words and the behavior of people who can be observed. The purpose of this qualitative research is to provide a systematic description of the facts found in the field, either verbal, sentences, or phenomena, without using

¹ Putri Hana Pebriana, "Analysis of Gadget Use on Social Interaction Skills in Early Childhood," *Journal of Obsession: Journal of Early Childhood Education* 1, no. 1 (2017): 1, <https://doi.org/10.31004/obsesi.v1i1.26>.

² Rispa Nurhalpah, "The Effect of Gadgets on Student Learning Interest in Children," *Seninar Nasional* 79, 2020.

³ Fahdian Rahmandani, Agus Tinus, and M Mansur Ibrahim, "Analysis of the Impact of Using Gadgets (Smartphones) on the Personality and Character (Kekar) of Students at Sma Negeri 9 Malang," *Journal of Civic Law* 3, no. 1 (2018): 18, <https://doi.org/10.22219/jch.v3i1.7726>.

⁴ Warto Warto, "Gadget Culture at IAIN Purwokerto Partner Boarding School," *IBDA` : Journal of Islamic and Cultural Studies* 15, no. 2 (2018): 346–64, <https://doi.org/10.24090/ibda.v15i2.2017.pp346-364>.

numbers.⁵ The research aims to understand any phenomena experienced by the research subject, such as behavior, perceptions, motivations, actions, etc., as a whole, and by using language and words in a natural context and with various natural methods.⁶ Literature research related to the Impact of Gadget Use on the Learning Spirit of Santri Pondok Pesantren Nurul Athfal Ulujami. This is done to reveal the truth systematically through discussion and data collection, analysis of the data collected and making explanations using data analysis.

The subjects or informants in the study were the head of the cottage, ustadz and santri guardians using *Purposive Sampling* technique. Data collection methods include observation, interviews, and documentation. Data analysis of the Miles and Huberman model. According to this theory, qualitative data analysis can be carried out using a flow and interactive model, namely through the stages of the data collection process, data reduction, data presentation, and presentation of conclusions.⁷

Results and Discussion

The English term "gadget" refers to an electronic device or instrument that has a specific purpose and function, especially to help humans carry out their activities. "Gadgets are small electronic devices that have special functions," says Hana Pebriana. Among them are netbooks, which are portable computers like notebooks and internet, and smartphones like iPhones and BlackBerrys.⁸ According to Puji Asmaul Chusna, gadgets have functions and benefits that are proportional to their uses, such as communication, social, and education.⁹

Gadgets have become a vital necessity due to developments in this digital age. It is a tool that does not sing to parents, children, and teenagers. Not only are they familiar with gadget applications, but they are also very smart in using them. The enterprise applications of the devices are getting more and more complete and interesting. Children become dependent on these attractive devices. This will cause children to become lazy, both in activities and social interaction. The job of being human is made easier by a device that has become the fastest growing communication tool in recent years. Gadgets not only serve as a medium for communication but also as a tool for business, information search, data storage,

⁵ Arikunto S, *Classroom Action Research* (Yogyakarta: Bumi Aksara, 2019).

⁶ Lexy J Moleong, *Qualitative Research Methodology* (Bandung: Remaja Rosda Karya, 2019).

⁷ S, *Classroom Action Research*.

⁸ Pebriana, "Analysis of Gadget Use on Social Interaction Skills in Early Childhood."

⁹ Puji Asmaul Chusna, "The Effect of Gadget Media on Children's Character Development," *Research Dynamics: Religious Social Communication Media* vol 17, no. no 2 (2017): 318.

entertainment, and marketing of goods.¹⁰ Gadgets are now used by everyone, from adults to teenagers and even children have started using them as a communication tool.¹¹

Some of the negative impacts caused by gadgets on students at Pondok Pesantren Nurul Athfal Ulujami District are limited communication between parents and children, psychomotor and physical aspects, and religious and moral aspects.

1. Limited communication between parents and children

After conducting observations and interviews with santri parents and teachers, it appears that children's behavior has begun to deviate due to excessive gadget use. A widespread pandemic that prohibits activities outside the home leads to addiction to playing electronic devices. Learning online requires children to use electronic devices every day, indirectly making them accustomed to using them every day. It is not uncommon for children to do additional applications such as Facebook or play games when teachers give them assignments.

Kids don't need to talk or interact with their parents, these various entertainment apps go a long way in helping them get rid of boredom. This is due to the fact that the various apps present on the device make it more interesting. Children will become addicted to gadgets over time, so they are unable to see the situation around them, including not talking to other family members. Interviews with parents showed that children who are addicted to electronic devices always shut themselves in their rooms and are insensitive to their surroundings, resulting in low communication and family harmony.

After the students leave for boarding school, their parents will usually visit them once a month to give them supplies and let them miss each other. However, children actually borrow their parents' cell phones and use them to play. Therefore, the meeting between parents and children that only takes place once a month is not used to communicate well.

2. Weak Learning Motivation in Santri

According to Kompri, motivation is the drive in a person to do something in a certain way to achieve certain goals. According to Abdillah, learning is a person's conscious effort to change their behavior to achieve certain goals. This is done through experience and training, and includes cognitive, affective, and psychomotor elements.¹² learning motivation can be defined as a consistent and

¹⁰ D Syahudin, "The Effect of Gadgets on Students' Social Interaction and Communication Patterns," *GUNAHUMAS Journal of Public Relations* 2, no. 1 (2019).

¹¹ Yummi Ariston and Frahasini Frahasini, "The Impact of Gadget Use on the Social Development of Elementary School Children," *Journal of Educational Review and Research* 1, no. 2 (2018): 86, <https://doi.org/10.26737/jerr.v1i2.1675>.

¹² MP Kompri, *Learning, Factors That Affect It* (Yogyakarta: Media Akademi, 2017). p. 218

directed drive within students to make changes in behavior to achieve predetermined goals through experience and training that includes cognitive, affective, and psychomotor elements.

The results of interviews conducted with ustadz that the behavior that often arises as a problem is santri who are lazy in learning. The lack of motivation in learning is very likely due to the fact that his brain memory has been filled with memories of entertainment and games that he usually plays when using gadgets. With the difficulty of following the lessons at the boarding school, children feel uncomfortable living in the pesantren, so they ask their parents to visit them more often at the pesantren and bring their cellphones. Some parents who do not understand the dangers of spoiling their children too much, they end up visiting their children not once a month. But once a week they come to visit. But ironically, things like before happen again and again, namely the child when visited is only busy with his gadget. Some ustadz who teach at the boarding school said that some students who are slow to learn are caused by several factors, including the lack of support from parents, especially in limiting children from playing gadgets both when visiting and at home.

3. Impact on behavior or character

Gadgets are one of the main reasons why human behavior is gradually becoming apathetic. Adults who already understand the two aspects of gadgets can still make mistakes when using them. It is especially important for teenagers, who are in the process of searching for their identity. One good thing about this is that children can play while learning with more interesting audio-visual media, which makes learning easier for them to understand. In turn, this has an impact on the formation of the child's character.

Depdiknas says character is "innate, heart, soul, personality, culture, behavior, personality, nature, temperament, disposition", and "to have character is to have personality, behavior, nature, character, and character". Some people think of character as a subjective assessment of moral and mental qualities, thus an attempt or change of form.¹³

The unique way of thinking and behaving to live and work together in family, community, nation and state is known as character. People with good character can make decisions and take responsibility for their choices.¹⁴ Coon says in the book *Character Education Design*, that character is a subjective assessment tool of a person's personality related to personality characteristics that can or cannot be accepted by society. Griek argues that character can be defined as a combination of all consistent human traits, thus becoming a unique mark that distinguishes one

¹³ Zubaedi, *Design of Character Education Conception and Its Application in Educational Institutions* (Jakarta: Kencana, 2011). p. 8

¹⁴ Muchlas Samani, *Character Education* (Bandung: PT. Remaja Rosdakarya p. 41

person from another. According to Leonardo A. Sjiamsuri, character is who you really are. This limitation shows that character is a stable identity that distinguishes someone or something from others.¹⁵

The results of research obtained through interviews with ustadz and justified by the parents of students at Pondok Pesantren Nurul Athfal Ulujami District that Some of the behaviors produced by this device are children often ignore other people, especially when they interact with teachers and peers at school, and they often imitate violent behavior from movies or games that they like. Several times the ustadz encountered children who spoke harsh words that should not be spoken by a santri.

Like other teenagers, some students create a *whatsapp* grub together with classmates or other communities. They will usually have a grub chat when the pesantren is off. According to information from some santri guardians, several times a chat appeared on their children's whatsapp on Friday which turned out to be when their children's friends were being visited by their parents. After checking, it turned out that there were many sentences that seemed rude and dirty. The parents finally reported to the pesantren management so that the child was followed up.

Conclusion

Everything in excess is certainly not good. Nowadays, almost everyone has a gadget, from children to parents. But not everyone is able to use them properly. Students in boarding schools who can be said to rarely or never even touch gadgets while studying at the pesantren can also be affected. It is true that pesantren regulations prohibit students from bringing gadgets, and even students who violate them will be subject to sanctions. However, when students are at home, parents rarely still apply the pesantren rules. At least at least parents limit or supervise their children when playing gadgets. Some parents reason that they feel sorry for their children, while on vacation let them play contentedly. Actions like this actually make children addicted and cause children to be lazy to study when they enter pesantren. Another impact caused is that children tend to follow the harsh and dirty words they encounter when socializing media. The next problem is when parents visit the pesantren, what children expect is the gadget, not the parents .

¹⁵ Zubaedi, *Character Education Design Conception and Its Application in Educational Institutions*. p.9

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