

Strengthening Media Literacy In Overcoming Children's Addiction Gadgets

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ABSTRACT

Parents often find it easiest and quickest to give their children gadgets from a young age. The purpose of this research is to discuss the significant impact that the use of devices has on children's character development, particularly concerning their understanding of literacy. Providing parents with awareness of potential gadget dangers and guidelines for social media use is essential. The community service utilizes lectures, discussions, Q&A sessions, and simulations to demonstrate how to approach children who are struggling with addiction. The research findings reveal the impact of addiction on children of different ages. Mixed Strengthening Literacy Media to Overcome Children's Gadget. One of the main factors that affects children's interest in learning and reading (literacy) is technology. Specifically, the prevalence of gadgets and smartphones has made children more comfortable with using these tools rather than developing their literacy skills through daily activities. Setting rules or guidelines from the start is a great way to instill positive habits on social media.

Keywords: Media, Literacy, Gadget Addiction, and Prevention

1. INTRODUCTION

Gadgets are a popular tool among people today. Not only are they favored by workers, but also by students, especially in this era of modernization. Literacy refers to the ability to read and write. A literacy culture of literacy promotes thinking habits that lead to new works and discoveries. The activities with the theme "Strengthening Media Literacy in Overcoming Children's Addiction to Gadgets a village to provide information about the impact of addiction that will be experienced by children of various ages, both from a medical and non-medical perspective. The methods used in this community service include lectures, discussions, question and answer methods, accompanied by a simulation of approaching an addicted child. The goal is to raise parents' awareness of the dangers of using gadget media and help them establish guidelines/rules for using social media. Setting rules or guidelines from the start is a great way to instill positive habits on social media. The development of gadgets occasionally started with a device called HP (cellphone). HP is the development of electronic telephones. The difference is telephones still use cables for communication. At the same time, cell phones do not need cables and are portable (can be practically carried anywhere), making it easier for people to communicate anywhere and anytime. Various characteristics of a qualitative study include researching through a direct interview process and actively collecting different materials or materials related to the problem formulation in the thesis related to strengthening literacy and the influence of gadgets. Based on the above description, the author is interested in dedicating their work to the theme of 'Strengthening Media Literacy in Overcoming Child Addiction to Gadgets'.

Partners in the village environment can have a positive impact by conducting socialization activities. This village has been assisted by community service research in recent years. The positive effect of gadgets, the Internet as a communication medium, and media for searching information or data facilitate the learning process for children who are not technologically illiterate. The negative impacts of gadgets include a reduction in social behavior, disruption of students' learning activities, and a decrease in interest in reading.

2. LITERATURE REVIEW AND HYPOTHESIS

In this millennial era, technology is experiencing rapid development, including communication tools and gadgets. Gadgets are not only a medium of communication but are also used as a prestigious event that requires all groups, especially teenagers, to always follow new trends from the rise of gadgets or make gadgets a lifestyle. Teenagers are slowly becoming addicted to gadgets without realizing it, making them victims of gadget development (Nurhaini, 2018). Parents must understand this to maintain their children's online security. The research examines strengthening literacy media in overcoming child addiction in the Banda Sakti Lhokseumawe sub-district, North Aceh, in the village of Lancang Garam. In this era of globalization, many teenagers are already using gadgets. Even these teenagers are more adept at using gadgets than adults. Teenagers tend to learn things related to gadgets more quickly than adults. This is because as teenagers develop, they become more curious (Maimunah, 2015).

Someone will usually do something they like if they can do something they like. Gadgets are designed and updated to make human life more practical and straightforward. This is one of the factors that causes teenagers to become addicted to gadgets (Diniati et al., 2017). This is supported by the results of interviews conducted with subjects who spend much time with gadgets, remove gadgets when eating and sleeping. The subject felt anxious when not holding the gadget because they feel lonely and have no entertainment. Activities that subjects engage in when using gadgets include watching YouTube, watching TikTok, playing games, and accessing social media. The Indonesian Internet Providers Association (APJII) survey on Internet users in 2016 stated that as many as 768 thousand children aged 10-14 years had used the Internet, and this continued to increase every year. Social media is the type of internet content that is most accessed compared to other internet content. Content reached 97.4 percent or 129.2 million. The most commonly used medium to access the internet is gadgets. Using gadgets without parental supervision and guidance can harm children's physical and mental development. Long-term use of gadgets can cause medical conditions such as radiation exposure, eye strain, and mental health disorders. Apart from that, children may experience a lack of interaction with their surrounding environment. They may prefer playing games on gadgets instead of going outside and playing with friends their own age. For children over ten years old, using gadgets can cause them to delay studying and even postpone homework assigned by their parents. These situations are not only experienced by urban communities accustomed to digital technology developments. Similar situations have also been experienced by rural communities. Furthermore, especially true for children entering adolescence, namely junior high school students.

Gadgets are a popular means of communication and entertainment today. Not only are they favored by workers, but also by students, especially in this era of modernization. Literacy refers to the ability to read and write. A culture of literacy promotes thinking habits that lead to new works and discoveries. This service activity, with the theme of Strengthening Media Literacy in Overcoming Addiction, provides information about the impact of addiction that will be experienced by children of various ages, both from a medical and non-

medical perspective. The methods used in this community service include lectures, discussions, question and answer sessions, accompanied by a simulation of approaching an

addicted child. The goal is to raise parents' awareness of the dangers of using gadget media and help them establish guidelines/rules for using social media. Establishing rules or guidelines from the beginning is an effective way to promote positive habits on social media.

The development of gadgets occasionally started with a device called HP (Cellphone). HP refers to the development of electronic telephones. The difference is that telephones still use cables for communication. At the same time, cell phones do not require cables and are portable (can be practically carried anywhere), making it easier for people to communicate anywhere and anytime. Various characteristics of a qualitative study in research include conducting direct interviews and actively collecting materials related to the problem formulation in the thesis, related to strengthening literacy and examining the influence of gadgets. The village has been a village assisted by community service research assistance in recent years. The positive effect of gadgets, the Internet as a communication medium, and media for searching information or data facilitate the learning process for children who are not technologically illiterate.

The negative impacts of gadgets include reduced social behavior, disruption of students' learning activities, and decreased interest in reading. Currently, devices have become commonplace for all groups, including children. The author uses an andragogical approach, which is the science of how to guide adults in the learning process. Alternatively, it is often interpreted as the art and science of helping adults learn (the art and science of helping adults learn)—counseling during activities using LCD and video media. According to the author, counseling using media increases parents/guardians' knowledge about excellent and correct parenting for children. The results showed that there was an effect of increasing the average ability of mothers of toddlers before and after counseling in both the counseling group with audio-visual media and conventional media (Sutrisno & Yulia, 2022). The speaker also encouraged participants to share their daily experiences during the study. The research explores enhancing literacy media to overcome child addiction in Lancang Garam Village, Banda Sakti Lhokseumawe sub-district, North Aceh. In the era of globalization, many teenagers are already using gadgets. Even these teenagers are more adept at using gadgets than adults. Teenagers tend to learn things related to gadgets more quickly than adults. As teenagers develop, they become more curious (Maimunah, 2015). Someone will usually do something they like if they can do something they like. Gadgets are designed to make human life more practical and straightforward, which can lead to teenagers becoming addicted to them.

2. RESEARCH AND METHOD

This research aims to provide parents with a better understanding of digital literacy when using gadgets. An interview is a meeting to exchange information and ideas through questions and answers so that meaning can be constructed on a particular topic (Sugiono, 2012, p. 317). This research will collect information through interviews with two individuals on two individuals from Strengthening Media Literacy in Overcoming Child Addiction to Gadgets among Children in Gampong. Lancang Garam regarding the use or impact of Gadgets on children. Observation is the systematic activity of phenomena.

According to (1933, p. 35), observation is a way of collecting data by directly observing an object in a certain period and systematically recording certain things observed. The research will be directly involved (participatory), meaning that the researcher will participate in the activities of the people who are the target of the research during observation. To perfect this participatory observation activity, researchers must follow the daily activities carried out by informants at a particular time, pay attention to what is happening, listen to what they say, ask

questions to absorb information, and study the documents they have. This observation activity will be carried out intensively to obtain data and a description of the environmental conditions.

the theme Strengthening Media Literacy in overcoming Child Addiction to gadgets in children in Gampong Lancang Garam, the impact of gadget use on children's daily behavior. 2. Stages or steps taken to implement solutions to specific problems faced by partners. The implementation of these solutions is made systematically, covering social, cultural, religious, service quality, or social life aspects.

The activity methods include: 1. Lectures and questions and-answer sessions. The lecture method explains information about the digital world, like two blades. The lecture provided information on the dangers and impacts of using gadgets on children and the characteristics of children who are addicted to gadgets. 2. Questions and answers and discussion Question and answer and discussion methods to explore issues related to the lecture material. Apart from that, it is also addressed the difficulties and problems faced by parents in communicating and educating children who are addicted to gadgets. 3. Practice dealing with children addicted to gadgets. This method provides information to (parents) to find tips for dealing with children who are addicted to gadgets and allowed participants to practice dealing with such children who are addicted to gadgets.

4. RESULT AND DISCUSSION

Strengthening Gadgets to Cultivate Literacy in the Era of Globalization When we are been resolved. However, this does not mean that our minds are limited and become stunted in seeing a broader world. Unfortunately, not many young Indonesians possess a critical, intelligent, and innovative attitude toward all the changes that have hit this country. The younger generation of this group indeed cannot be separated from literacy habits, such as reading and writing, so they always think openly about the situations that occur around them. Establishing a culture of literacy in the digital age is relatively simple if we can critically read and digest every piece of information and news in the media. When physical books are inaccessible, a practical way we can touch them is through Electronic Books (E-books), which we can easily access. However, only a few social media users understand how to access the E-book homepage.

It may come as a surprise to read a research report that ranks Indonesia in the 60th position out of 61 countries. Indonesia is only one level higher than Botswana, a poor African country. Research in the field of literacy conducted by Central Connecticut State University in New Britain, Conn., United States, placed five countries in the best position, namely Finland, Norway, Iceland, Denmark, and Sweden (The Jakarta Post, March 12, 2016). The above research findings demonstrate how media literacy is enhanced in the local community environment. Choosing to watch television rather than listening to the radio based on understanding from reading. Reading and writing should remain deeply ingrained in our nation's culture. People tend to listen more often than reading, let alone write. The above conditions are not only among the laity (general public). The importance of building a culture of literacy, namely, the tradition of reading and writing, must continue to be developed, remembering that through reading, educational progress will be more rapid. Through writing activities, ideas and knowledge will continue to evolve and develop. By writing down ideas and thoughts, they can be remembered for a lifetime instead of just being expressed verbally, which can easily be forgotten once the concept is explained. The habit of reading and writing should continue to be developed in schools and the academic world, considering that currently, the government has issued a regulation that requires teachers who wish to be promoted are required to produce written works. Avoid ways that are not dignified as an educator through a culture of plagiarism or subcontracting the creation of written work to parties selling writing services, which are widely advertised in various online media.

5. CONCLUSIONS

Based on the results of research and discussions regarding parent-child communication in preventing the negative impact of gadgets, conclusions can be drawn about the influence of gadgets on the formation of children's personalities. Specifically, it is believed that children may become lazy and lack self-confidence. Children are individual figures and social creatures undergoing a fundamental development process that is fundamental for later life, with several specific characteristics. Early childhood is an organism that is a complete physical and spiritual unity with all its biological and physiological structures and devices, making that it becomes a unique person. However, not all parents can control their children's use of gadgets, so they need to guide their children in a conducive environment.

The need to prevent the negative impact of gadgets. Several research results show that parents face obstacles in communicating with their children regarding efforts to avoid the adverse effects of gadgets—the busyness of each family member. Emotions increase when children use gadgets for too long beyond the agreed time—a lack of knowledge about the proper use of gadgets. Based on the above research results, families make efforts to prevent the negative impact of gadgets on children. This effort is to provide religious knowledge and encouraging children to listen to their parents. Parents can give gifts when children obey and comply with agreements and punishments as children, which parents can use to prevent the negative impact of gadgets. Parents must be aware of the ratings of games or television shows their child watches and avoid installing electronic devices in their child's room. Establish rules. The rules, in this case, involve setting time limits for children's gadget use and monitoring the media they view. The development of technology and communication is currently advancing rapidly. The story of technology and it has had a significant impact on the world of education, not only on adults who are familiar with this advanced technology and communication but also on the development and education of early childhood. Gadgets are small tools with many uses. Ease of accessing various information and entertainment has been provided in online and offline forms.

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