Socialization of the Impact of Gadget Use and Simulation of Computer Use on Students of MTS NU Maslakul Falah

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Abstract: The presence of advances in the current era of Globalization has so many impacts on humans, both from positive and negative impacts. So many conveniences are offered, one of which is the ease of accessing the internet, accompanied by a variety of sophisticated features that make it easy for humans when using it. Likewise felt by teenagers in Glagahwaru Village, Undaan District, Kudus Regency, through MTS NU Maslakul Falah, our UMK KKN team socialized the impact of using gadgets and simulated the use of computers. The purpose of this activity is to provide education to students in the action of digital literacy and smart in using gadgets properly and correctly. The results obtained from this activity are that students are very enthusiastic about the activity and are active when the material explanation is given.

Keywords: Technology, Gadgets, Computers

1.   Introduction

In the current era of globalization, science and technology are increasingly developing. The most popular technology today is gadget. Gadget is an English term that is defined as an electronic device in the form of a **cell phone**, laptop, PC and so on that can be used as a tool to obtain various information quickly and easily. In the past, gadgets were only used by the upper middle class. But now, its use has been used by various groups, ranging from early childhood to adults. In general, children use gadgets to play games, watch animations, play the internet, and as learning media. Excessive use of gadgets will have a significant impact on children's growth and development. The tendency to use gadgets excessively and inappropriately will make a person uncaring and ignorant of their environment, both in the family and community environment. (Erdiana et al., 2022; Dewi & Arsyi, 2022).

The rapid progress of information technology is unstoppable, one form of which is the internet. The internet has an extraordinary magnetism in human life, able to attract people in the suburbs to big cities. Internet users by the community need to get more in-depth supervision and direction so that the internet can be used as a means of education and da'wah, so that the use of the internet becomes a form of productive and positive activity. (Syamsuar et al., 2021).

Sylvie (2020) states that the impact of gadgets in the era of globalization has positive and negative impacts. The ease of finding information, knowledge, being able to get or communicate with each other remotely is one of the positive impacts. The existence of children's behavior that is less socialized, does not understand politeness as a result of never socializing is a negative impact that many complain about social development in children. Mau and Gabriela (2021) stated that the use of gadgets always has an impact on the development of children's behavior, because gadgets have various features and applications that are interesting, varied, and flexible so that they can add attractiveness to everyone, especially among children today gadgets can have a negative impact on the development of children's behavior. The development of children's behavior seeks to psychology where due to playing gadgets children become irritable, disobedient, lazy to learn, and can imitate the behavior in the gadget. Children have now become active consumers where many electronic products and gadgets make children their market. Especially nowadays children, there are also parents who love gadgets so much that they are called gadget freaks. Gadgets are expected to provide benefits for their users,

where users must be able to operate gadgets properly, know the functions of gadgets, and know the benefits of gadget applications (Shuvo, 2022; Krasulia, 2018).

Wena (2011) argues that computer-based learning is learning that uses computers as a tool. Through this learning, teaching materials are presented through computer media, so that the teaching and learning process activities become more interesting and challenging for students. Computer-based learning can display learning, use various types of media (text, images, sound, video), provide activities and learning atmosphere, quizzes or by providing interaction from students, evaluating student answers, providing feedback. There are four models of computer-based learning, namely tutorial model, drills and practice, simulation, and instructional games (Lestari, 2015; Multazam et al., 2023).

Based on an interview with one of the Information and Communication Technology (ICT) teachers at MTs NU Maslakul Falah on August 26, 2023 in practice for ICT learning using computers has been running in accordance with the learning program, but for class VII it still requires a lot of attention and guidance because it is still at the beginning of use. One of the early lessons is related to the operation of using Microsoft Word. Then based on observations made, the influence of gadget use on adolescents, especially students, can also affect the way they behave. Therefore, with the socialization and simulation, it is hoped that MTs NU Maslakul Falah students (teenagers) not only know the sophistication of technology in gadgets, but also understand the influence of excessive gadget use, especially on the process of growth and development, so that the use of gadgets must also be limited and adjusted to their needs.

2.   Methods

The methods used in achieving the objectives of educating the impact of gadget use and digital literacy actions on the expected participants are divided into several stages (Kameneva, 2016), namely as follows; (1) Socialization Stage, this stage is carried out by KKN (Real Work Lecture) students by providing material related to the importance of knowing the impact of gadget use and solutions to reduce the negative impact of gadget use, (2) Simulation Stage, at this stage the delivery of material, field practice assistance in operating the use of Microsoft Word by the KKN (Real Work Lecture) team, (3) Discussion and Sharing Session Stage is used as a way for participants to be active in meetings and find out the extent to which participants capture the material provided.

Socialization of Osis MTS NU Maslakul Falah
At the socialization stage, KKN students prepared a visit agenda where the event was held at MTS NU Maslakul Falah which was attended by accompanying teachers and the Osis. Furthermore, the material presentation on the impact of gadget use includes positive impacts, negative impacts, psychological impacts and impacts on morals. Then continued with giving tips on using gadgets properly and correctly including paying attention to the security of the data we upload, self-protection and parental control (Fig. 1).

Fig. 1. Socialization of the impact of gadget use

Simulation of Microsoft Word Operation for Grade 7 Students
UMK KKN students simulate seventh grade students in terms of operating the use of Microsoft Word which is held in the MTS NU Maslakul Falah computer room. This activity begins with providing brief material including the definition of Microsoft Word, the functions and benefits of Microsoft Word and the menus contained in Microsoft Word. Followed by assistance in operating Microsoft Word by participants assisted by the UMK KKN team (Fig. 2).

Fig. 2. Simulation of computer usage

Discussion Stage and Sharing Session

In the discussion and sharing session stage, KKN students invited participants to be actively involved in presenting their arguments. Through the socialization stage after the delivery of material by the KKN team, several representatives of the participants came forward and began to convey their experiences in using gadgets. Furthermore, from the sharing of these experiences, we conduct a discussion where participants will learn to know the positive and negative impacts of using gadgets. Image (Fig. 3).

Fig. 3. Discussion and sharing session

3.   Results

This community service activity has been carried out by the stages that have been arranged. At the socialization stage, participants followed a series of agendas well, starting from listening to the material explained, followed by discussion sessions and sharing sessions where participants were actively involved in presenting their arguments and were active in the discussions carried out. Furthermore, in the simulation stage of operating Microsoft Word, participants were also enthusiastic in learning to use and recognize the menus contained in Microsoft Word. The desired expectation after the socialization and simulation agenda for participants, especially teenagers, is the training of skills in digital literacy action and being able to wisely use gadgets (Fig. 4., Fig. 5).

Fig. 4. Documentation of socialization of the impact of gadget use

Fig. 5. Computer simulation documentation

3.   Discussion

It is known that in the community service process carried out by the UMK KKN team using three stages, including the socialization stage, the simulation stage and the discussion and sharing session stage.

The socialization process is concerned with the process of learning culture in relation to the social system. In that process an individual from childhood to old age learns patterns of action in interaction with all kinds of individuals around him who occupy various kinds of social roles that may exist in everyday life. Submission of material as a way of providing understanding to participants regarding the importance of knowing what the impact of using gadgets is and what tips can be used in using gadgets properly and correctly as a way of protecting themselves. Simulation aims to get students motivated and directly involved in learning and improve cognitive abilities in students. In addition to honing skills in students, they are also able to develop an attitude of confidence and good communication in everyday life. (Aswadin et al., 2021) Suggests that the simulation method is a learning model that can create a pleasant atmosphere so that students are encouraged to participate in learning.

Syafruddin (2017) states that the discussion method is a teaching method in which the teacher gives a problem or problem to students, and students are given the opportunity together to solve the problem with their friends. In discussions students can express opinions, refute other people's opinions, submit proposals, and submit suggestions in the context of solving problems that are viewed from various aspects. discussion method in education / learning is a way of presenting / delivering subject matter, where the teacher provides opportunities for students / groups of students to hold discussions or develop alternative problem solving. Ritmadanti (2023) added that sharing session is a program with the concept of casual chatting and sharing experiences with participants and resource persons who are more experienced in their fields with the aim of providing information and motivation in achieving goals. In the practice of discussions and sharing sessions carried out by students, they are able to build healthy relationships with each other, participants can also expand their network of thoughts and experiences expressed when expressing their respective arguments.

4.   Conclusion

The implementation of community service activities carried out in Glagahwaru Village, Undaan District, Kudus Regency on September 7, 2023, at MTS NU Maslakul Falah has the socialization given to participants can increase understanding and educate participants to be more careful and clever in using all forms of device devices and be able to protect themselves in the ease of digitalization. The simulation provided is expected to increase the knowledge and insight of participants related to the operation of Microsoft Word and be able to use the menus displayed. Discussions and sharing sessions conducted between participants can build good relationships, train participants to expand networks and thoughts, and be skilled in problem-solving.

Acknowledgements

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