SOCIALIZATION OF GADGET MONITORING IN CHILDREN

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ABSTRACT

Parent-child communication with a "child-friendly" parenting style is empathetic and full of love. This is important because from an early age children already feel that they are accepted, loved, and valued for their existence. With positive parenting, children will form "basic trust" which will make them a strong foundation of self-confidence. Self-confidence is very important for the development of a steady body and soul, full of confidence, and full of love during its development. The basic principle of applying positive parenting is trying to make parents actively listen to every child's conversation, respect the child's opinion, give appreciation to children's behavior that is considered good, and gradually. Applying discipline according to the stages of the child's mental development. Talking about today's technology which is increasingly sophisticated, namely the use of devices that are easily practiced by children today, therefore parents must also provide supervision when giving devices to their children, so that their children can control the use of devices in a good way and effective. This activity was carried out to increase parental awareness in supervising the use of devices by children.

Keywords: Gadget; Parent; Technology; Children

INTRODUCTION

Continuous use of gadgets/gadgets will certainly have a negative impact on children's behavior patterns in their daily lives, children who tend to constantly use devices will be very dependent and become activities that children must and routinely carry out in their daily activities, it is undeniable that at this time Children often play gadgets rather than learning or interacting with their surroundings. This is very worrying, because during their childhood they are still unstable in their mindset and children tend to have a very high sense of curiosity, and has an effect on increasing consumptive behavior in children, for this reason, the role of parents will be very vital and children really need special attention so that later they don't deviate from using gadgets. Several cases regarding the negative impact of these gadgets often affect children. Starting from addiction to playing games, excessive use of the internet, lazy learning, gadget addiction and even pornographic content.

Nowadays, almost everyone has a

device, be it parents, teenagers and children. Usually they spend time using gadgets to find information, work matters, study, or seek pleasure. Usually it is common to find parents buying gadgets for their children for school needs, whether it's for assignments or for the school to look for materials and so on. Therefore, the role of parents is very important to direct children to use gadgets correctly and appropriately, so that they get things that are beneficial and positive for the child.

Gadgets have a POSITIVE impact on elementary school children , such as increasing knowledge (searching for material on the internet), facilitating long-distance communication, and making friends. In addition to the positive impact, gadgets have NEGATIVE impacts, for example, online game addiction in elementary school children, making students slow to understand lessons at school, and can also cause radiation because they are too close to the eyes. With various features and applications, parents use it to accompany their children without worrying that their children are wandering around, playing dirty, or disturbing their parents' activities. Many parents think that gadgets can be easy playmates for their children without

supervision. so that the role of parents can now be replaced by gadgets.

It should be noted that a very sensitive period of child development is at the age of 1-5 years, as early childhood, so it is often called the golden age. At this time all aspects of the development of intellectual, emotional, and spiritual intelligence experienced extraordinary developments that would influence and determine further developments. (Muhibbin Shah, 2003).

INPLEMENTATION METHOD

The implementation team consisting of lecturers and students has a background in communication science so they understand the importance of supervising the use of devices in children. There are still many parents who don't understand what their children can access through their devices. Socialization activities for monitoring devices for children are carried out on Friday 8 July 2022 at 09.00 until finished. The location for socialization activities for monitoring devices for children is carried out on Jl. Burujul Canal, Cibolerang Rahayu Village, Margaasih District, Bandung Regency.

Figure 1. Gadget Supervision Socialization Team for Children

There were several points presented in the activity including:

1. Problems with children's gadgets
2. The purpose of educational supervision in children
3. Factors for children's addiction to gadgets
4. The impact of using gadgets on children in terms of positive and negative
5. What is the role of parents in supervising the use of devices in children
6. The benefits of the role of parents in supervising children's devices

RESULT AND DISCUSSION

a. Definition of Parenting

The definition of parenting according to Alvita (2009) is a series of decisions regarding socialization to children, which includes what parents must do so that children are able to be responsible and contribute as members of society including what parents must do when children cry, get angry, lie, and not doing their job properly.

b. Definition of Parenting

Parenting according to Handayani (2008) is a basic concept of how to treat children. Meanwhile, according to Baumrind (in Papalia, 2008) parents may not punish children, instead parents must develop rules for children and devote love to children. Parents make adjustments in their behavior towards children, which are based on the child's development because each child has different needs and abilities.

c. Definition of the Internet

According to Sibero (2011) the internet or which stands for Interconnected Network is a computer network that connects computers globally. The internet can also be referred to as a natural network, which is a very wide network. Meanwhile, according to Sarwono (2012) the internet is a collection of networks that have a global scale.

Figure 2. Gadget Supervision Socialization Activities for Children

Gadget addiction causes children to tend to be lazy to do activities and not sensitive to the environment so that it can affect the level of behavior patterns, as well as the child's psychosocial. Interaction and communication with the environment is one way that can stimulate the development of speech-language as well as the development of socialization-independence of children. Communication can help children increase their vocabulary of words. Children who actively interact will learn to imitate things around them and train children to have self-confidence.

In this activity, the majority (75%) of children who had high intensity device use had dubious developmental examination results. This is because excessive use of devices can cause various developmental disorders, including speech-language disorders, emotional disturbances, and cognitive disorders. 5,12 Sequentially, this study shows that the intensity of device use has a large impact on socialization development. -independence, speech and language, smooth motion, and lastly is gross motion. This is evidenced by the incomplete developmental tasks at each stage of the child's age.

Figure 3. Participants in Socialization of Gadget Supervision to Children

The way to deal with this problem can be done by socializing the community, especially parents in the form of parental meditation or parental involvement in regulating the use of their children's gadgets. This regulation is related to the duration of using the device, as well as accessing the contents of the device. In parental mediation, according to Livingstone, there are five types of strategies for children, namely (1) Restrictive, rules for using media; (2) Active mediation of child's internet use, where parents and children share their experiences in using the internet, and parents are always near the child when the

child accesses the internet; (3) Active mediation of child's internet safety, parents raise children's awareness regarding the dangers of using the internet, parents provide prevention so that children can use the internet safely (4) Technical Restrictive, use software to monitor children when using the internet, (5) Monitoring, parents always check what their children are doing while using the internet.

Figure 4. Direct outreach to activity participants

Devices that are connected to online systems with various features are like a double-edged sword that can be useful, but can also endanger children's lives. A number of children experience "mental disorders" due to gadget addiction. Apart from being a communication tool and source of information, gadgets equipped with various features are also an entry point

for children to access social media, games and other features online that are not suitable for their age. In fact, continuous use of devices without knowing the time has the potential to interfere with children's development and development and make children addicted or addicted to devices.

Based on a Study on the Use of Social Media by Children and Adolescents published by the Center for Communication Studies (Puskakom). University of Indonesia 2017, children and youth are interested in accessing social media because they reunite themselves with friends and families who are separated by distance, to share messages. Meanwhile, they access online games to fulfill their desire to play in cyberspace.

There are several factors that cause the negative effects of using gadgets. The first factor comes from the family, namely parents may lag behind their children in mastering and using digital media. Few of the parents supervise their children when accessing the internet and few become "friends" of their children in social networks. Second, parents allow their children to use smartphones or tablets for educational purposes, but minimal supervision and attention. Third, parents allow their children to use devices for

entertainment or early introduction to technology, as well as to keep children calm or distracted, but parents are busy themselves. Fourth, lack of quality time with children.

In addition to family factors, there are environmental factors. First, there is an urge to have the same device as their friends. Second, there is discrimination. Third, so that children do not feel left behind by the times in the rapidly growing industrial era. Finally, there are negative influence factors that come from teachers, such as teachers who lag behind students in terms of mastering and using digital media or students feeling bored with learning processes that are less varied.

CONCLUSION

Most parents do not understand the mediation strategies that can be used in responding to the use of gadgets in children. Especially now that digital devices are increasingly personal, so there is a need for a more effective strategy to address this, especially for adolescents who still need guidance in developing self-regulation. Parental mediation is not an effort to protect children, but needs to be understood as a means of providing the right skills when children are exposed to information from the media. Because parents may not always be there and can always supervise children's activities. It is the beginning of a mistake if parents leave the decision to use digital devices and media entirely to their children. Thus, being more concerned about what and how digital devices and media are used by children is the dominant and determining factor for protecting children and families from the use of digital devices and exposure to digital media. Therefore, it is necessary to socialize parents to increase awareness of the importance of the role of parents in supervising the use of devices in children.

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