# THE EFFECT OF USING GADGETS ON STUDENTS' SOCIAL BEHAVIOR IN SOCIETY 5.0 ERA

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## ABSTRACT

This study aims to provide an overview of Gadget Use in Era Society 5.0 students in Social Behavior. In this study, researchers used a qualitative descriptive method. This descriptive research is based on the results of the relevant data that the researcher has collected. Data collection techniques used are interviews and observation. The results of the study show that the use of gadgets in the era of society 5.0 in learning is high, and can help human activities such as students in learning which can not only be obtained at school but can be obtained outside of school and improve social skills. When used properly, gadgets are objects with various applications that can display various news media, social networks, hobbies, and even entertainment. The presence of gadgets is well received because it is believed to have a very positive impact on today's life because it has several sophisticated functions, but also have negative effects on those who misuse them, such as not being able to interact properly with them each other and spend too much time on it thus causes addiction.

Keywords: *Gadgets, Society 5.0, Social Behavior*

## 1. INTRODUCTION

The development of life technology in modern times makes it easier for us to carry out our daily activities. Currently, among them are gadgets that are increasingly being used by all walks of life, from old to young, (Abdulatif & Lestari, 2021). The presence of gadgets is well received because it is believed to have a very positive. Gadget users are not only among workers but now almost everyone uses gadgets in their daily activities. Almost everyone spends time on their devices every day, including children. A gadget is an electronic device that has a special function. From day-to-day gadgets always appear by presenting the latest technology that makes human life more practical. Gadgets are not only used by professionals, workers and parents, but nowadays children are already using gadgets and even using them more proficiently than their parents (Gutji, 2021). Gadgets have become a necessity that even elementary school students use every day. Their parents facilitate gadgets for various reasons, such as the need to learn to understand technology, and making parents free to move without having to tell their children to play (Ashifa et al., 2022). because it is very accessible to children, children can spend a lot of time that is not useful instead of doing other activities that are important for their development, such as physical activity and good social interaction. Because a technological device is a very effective learning medium, technological advances can also help children's creativity, if their use is balanced with interaction with the surrounding environment. By freeing children who still need parental guidance, elementary school students, for example, use technology that is too sophisticated, such as gadgets, to change a child's behaviour, and the role of parents is very important.

Education is a basic human need, the rapid changes in the world of education and work due to the impact of information and communication technology make the needs and characteristics of education and work unpredictable. Society 5.0 or it can be interpreted as society 5.0 is a concept initiated by the Japanese government. Society 5.0 is not limited to production factors but solves social problems through the integration of physical and virtual spaces. Skobelev & Borovik (2017) argued that the industrial revolution since its emergence in the 18th century has continued to develop until this decade has reached the 5.0 era or known as the era of society. In contrast to the 4.0 era which put more emphasis on digitalization, in the 5.0 era, the concept was how to humanize humans with technology (Dwiyama, 2021). If we prioritize technology without thinking about the human side, the impact will be very dangerous. The use of various technologies such as gadgets and others can also be used to maximize learning. Not only that, but the internet network also supports the existence of technology. Learning through discussions, videos, and various sites can prepare you to face society 5.0.

Besides having a positive impact on the use of gadgets on humans, gadgets also influence children's social behaviour. Children will find it difficult to interact with other people so their caring attitude towards others will decrease. This is consistent with research according to Prayuda et al. (2020) when students use gadgets for too long, they can develop new social attitudes, namely indifference to the social environment of their school. Both the interaction of friends or teachers, lazy learning and can cause anarchic behaviour such as fighting with his friends.

Because social behaviour affects student performance. Student performance is influenced by two factors, external factors and internal factors. Internal factors include physiology, intelligence, motivation and talent, attitude and attention. External factors are family, school and society. Therefore, social behaviour affects student performance (Sebrina & Putri, 2021).

Improvements in social behaviour tend to be most visible in early childhood. This is caused by increasing social experience and how this view affects the level of acceptance from peer groups, the benefits of social behaviour for children can foster a friendly attitude, know how to respect differences of opinion between friends, children can resolve conflicts together, and behave according to the rules, (Hurlock 1998).

Based on this research, can relate the impact of using gadgets to the development of the era of Society 5.0 on social behaviour. Among them is research conducted by Abdurahman et al., (2021). The effect of using gadgets on social behaviour and interest in learning in elementary school students is that it makes students become hampered in the process of interacting with others, ignoring the surrounding environment which has a negative student interest in learning. However, on the other hand, gadgets have negative effects such as addiction, and difficulty interacting and communicating properly. The efforts made are gadgets used for the benefit of learning, time restrictions, reward and punishment, as well as collaboration between teachers and parents. This means that technological development cannot be avoided, because it is under current developments in the era of society 5.0, but humans themselves must be smart in using gadgets because it can have both positive and negative impacts. And to reduce the negative impact.

At this time, in Indonesia, there is a character crisis in the younger generation, such as a lack of social life in young people, and manners that are increasingly off the mark. So guidance is needed such as providing an understanding of the negative impact of gadgets that are dominant in society in Indonesia. Small things have a big impact on the moral character of the younger generation, setting time limits and so on, because basically, everyone has their style of guiding them in giving guidance in the 5.0 era. Providing guidance in the school environment by teachers, and in the family environment by parents (Faridah et al., 2021). Based on this background, it is known that gadgets have negative and positive effects on those who use them, especially children. Therefore, the purpose of this study is to analyze the influence obtained from gadgets on children's social development.

## 2. LITERATURE REVIEW

The development of modern life technology is indeed difficult, but it also facilitates our daily actions. This includes devices that are increasingly being used by all walks of life, from old to young. The presence of gadgets is well received because it is believed to have a very positive impact on today's life because it has several advanced functions. But is the effect of the device always positive? As we know, there are many negative effects from devices that are usually equipped with the internet, especially for students, who must be accompanied by parents. Gadget users are not only among workers but now almost everyone uses gadgets in their daily activities. Almost everyone spends time on their devices every day, including children.

A gadget is an electronic device that has a special function. From day to day, gadgets always appear by presenting the latest technology that makes human life more practical. Gadgets are not only used by professionals, workers and parents, but nowadays children are already using gadgets and even using them more proficiently than their parents (Gutji, 2021). Gadgets have become a necessity that even elementary school students use every day. Their parents facilitate gadgets for various reasons, such as the need to learn to understand technology, and making parents free to move without having to tell their children to play (Ashifa et al., 2022).

Technology affects children's development. Because a technological device is a very effective learning medium, technological advances can also help children's creativity, if their use is balanced with interaction with the surrounding environment. By freeing children who still need parental guidance, elementary school students, for example, use technology that is too sophisticated, such as gadgets, to change a child's behaviour, and the role of parents is very important. In the world of education, terms related to information technology-based education appear, such as Blended learning, distance learning, electronic learning (e-learning), and online learning (Irawan Mega, 2022). Education is a basic human need, the rapid changes in the world of education and work due to the impact of information and communication technology make the needs and characteristics of education and work unpredictable.

Society 5.0 or it can be interpreted as society 5.0 is a concept initiated by the Japanese government. Society 5.0 is not only limited to manufacturing factors but also solves social problems with the help of the integration of physical and virtual spaces (Skobelev & Borovik, 2017). The industrial revolution since its emergence in the 18th century has continued to develop until this decade has reached the 5.0 era or known as the era of society. In contrast to the 4.0 era which put more emphasis on digitalization, in the 5.0 era, the concept was how to humanize humans with technology. (Dwiyama, 2021). If we prioritize technology without thinking about the human side, the impact will be very dangerous. The use of various technologies such as gadgets and others can also be used to maximize learning. Not only that, but the internet network also supports the existence of technology. Learning through discussions, videos, and various sites can prepare you to face society 5.0.

## 2.1 Use of Gadgets

Gadgets are small electronic devices with several special functions. Gadgets are generally considered electronic devices that have certain functions for each device. For example Computers, cell phones, games, and more. Gadgets are one part of technological developments that always present the latest technology that can help human activities become easier. Gadgets are portable electronic devices because they can be used without having to be connected to an electric socket. So the use of gadgets is a way that arises from someone using and utilizing gadgets in supporting and fulfilling their daily activities (Toraja et al., 2022).

In terms of using current gadget technology, there is no age, starting with humans. An example of the positive impact achieved is the convenience for technology users to communicate without taking a long time to communicate. The negative effect on users is to make users more individualistic. It can be said that humans are individualists because they forget to communicate and interact with their environment. Technology users are more concerned with using the technology in their hands instead of greeting those closest to them (Marpaung, 2018).

## 2.2  Social Behavior

Humans as individual beings have the desire to form relationships with themselves, while humans as social beings who cannot live alone and need other people in their lives naturally have the desire to form relationships with others, which ultimately leads to communication and communication leads to interaction. Social interaction is very important in human life because, through social interaction, humans can fulfil their social needs such as mutual respect, mutual understanding, mutual support, and mutual assistance in solving problems faced. Social behaviour is a state of interdependence which is a must to guarantee human existence (Ibrahim, 2004). Meanwhile, Walgito (2011) explains that social behaviour is a natural behaviour and arises spontaneously in interactions.

Hurlock (2003) argues that social behaviour shows the ability to become a social person. Moreover, social behaviour is a term used to describe the general behaviour of people in society, which is a response to what is considered acceptable or unacceptable by the peer group. According to Helm and Turner (Susanto, 2015), children's social behaviour can be seen in four dimensions, namely:

1. Children can work together with friends.
2. Children can respect friends, property, opinions, jobs and other people's situations.
3. Children can share feelings with their friends, whether children can share something they have, works, etc.
4. Children know how to help others, both peers and other adults.

From some of the explanations above, it can be concluded that social behaviour is a reciprocal relationship between one individual and another due to a stimulus from the surrounding environment. Children's social behaviour can be seen in cooperation, respect, honesty and conflict situations. The formation of a person's social behaviour can be influenced by several factors, both internally and externally, a person's personality or social behaviour cannot develop by itself but must be influenced by the surrounding environment.

## 2.3  Student Society 5.0

The concept of Society 5.0 is a further development of the concept that has existed until now. As we know, society is 1.0 when the era of hunting and knowing writing, Society 2.0 is the era of agriculture, humans are still cultivating crops, 3.0 entered the industrial era when people start using machines to help them in their daily activities, Society 4.0 where people know computers to the internet and Society 5.0, namely when all technology is part of humans themselves, the internet is not only a part of humans that is used only to share information but for life (Renata & Salsabila, nd)

In the education environment, society 5.0 can also be called the Education Era 5.0, where this era is a very tough challenge for teachers. Through the proper use of different learning environments, the teaching and learning process can be maximized and improved so that learning objectives can be achieved. Society 5.0 is important for education in Indonesia because Society 5.0 emphasizes the will to develop creativity and critical thinking, this is in line with Indonesia's educational goals. The presence of the Industrial Revolution 4.0 and 5.0 has had a

significant impact on the world of Indonesian education. One of them is the existence of technology-based learning innovations that facilitate student learning regardless of space, time and place. Therefore, the development of the Industrial Revolution 4.0 and 5.0 is expected to encourage the development of education through change, especially in Indonesia (Teknowijoyo & Marpelina, 2021)

According to Mega (2022), the era of Revolution 5.0 is a people-centred reform in it, not just a passive component like in Revolution 4.0. This periodic update of Revolution 5.0 creates new value through the development and collaboration of systems, information and technology data which also improves the quality of human or human resources needed by the capital city. The main skills to face Society 5.0, include the capacity to solve complex problems and become problem solvers for oneself and others, and a lot of critical thinking skills, not only in class but also in community life and the environment, so that sensitivity and social skills develop for creativity.

Meanwhile, according to (Putra et al., 2020), the role of parents in raising children is not only guiding them when children struggle to achieve their desired goals. The choice of ways to guide children in the Society 5.0 era must be based on advanced technological developments, which require parents to assume that children are smarter and search for various information independently so that parents participate in guiding children, so they don't fall into negativity. Because today's generation of children are digital natives, meaning they have been exposed to electronics and digital technology since birth. So that in the process of accompanying children, parents are expected to be able to protect children from the threats of the digital era, but do not rule out the possible advantages offered in forming children's character effectively according to the child's developmental age.

From some of the explanations above, it can be concluded that the formation of students' social character in the era of society 5.0 effectively through the important role of parents in guiding because the first education that a child gets through parents, as well as support from teachers in facing the era of society 5.0 teachers must form children who are creative, innovative and able to think critically (HOTS). Because it is expected to produce graduates who are intelligent and able to keep up with the times.

## 3.  METHODS

In this study, researchers used a qualitative descriptive method. Descriptive qualitative research is a research method that uses a simple qualitative approach based on inductive pathways. The inductive flow stage begins by looking at events and processes as explanations and drawing conclusions from those events. This descriptive study was built based on the results of relevant data or sources collected by researchers. Literature sources for this study came from the internet, scientific journals, and previous authors' papers as well as from the public. Relevant data results are developed in the topic of this research discussion.

Data collection techniques used by researchers; interview, interview is a data collection technique that is carried out by way of question and answer, between two or more people face to face. Observation is a data collection technique that is carried out through direct observation of something to be researched to obtain data.

## 4. RESULTS & DISCUSSION

Today's young generation is closely related to a life that is satisfying with technology, such as teaching and learning activities, financial activities and others. The development of technology in the 5.0 era has had positive and negative impacts on the character development of the younger generation in Indonesia. The positive impact of the application of technology on the activities of the younger generation, namely the ease of making friends between islands and countries, the opportunity to show Indonesian culture and the opportunity to share positive content in their work (Faridah et al., 2021). Even though it has entered an all-sophisticated civilization, there are still some points that escape the reach of the government. In several media, both print and electronic, it is often reported about the difficult of students getting an internet connection, especially in areas that are not covered by a signal. Of course, this is in stark contrast to the government's enthusiasm for technology-based learning.

Technology is a means or system that functions to provide convenience for humans, for example, gadgets that have had a big impact, both positively and negatively. Gadgets always provide the latest applications that keep up with current times. In this day and age, those who use gadgets are not only workers but almost all people, including elementary school children.

There are still many underage children who have not been able to focus on using technology in the 5.0 era. Once the importance of education, such as in elementary schools, teachers are usually more inclined to study the formation of children's character. Then, from high school to college, the focus is on character development. Full support in organizing children's education requires the role of parents in guiding children. (Faridah et al., 2021).

Syahyudin (2019) mentions the negative impacts of using gadgets experienced by students in the form of lazy activities, physical fatigue, an addiction which results in spending money to buy credit, reduced concentration in learning and other forms of delinquency. The highest negative impact is the laziness of students in social activities by 81.81% and the reduced concentration power of students which even reaches 100% of the total students who use gadgets who are given the questionnaire

According to Abdullatif & Lestari (2021) have positive and negative impacts on children. On the one hand, gadgets can be a medium of learning and entertainment during the Covid-19 pandemic. But on the other hand, gadgets can disrupt children's social development due to spending too much time in front of the gadget screen (Abdurahman, et al., 2021). The effect of using gadgets on social behaviour and interest in learning in elementary school students is that it makes students become hampered in the process of interacting with others, ignoring the surrounding environment which harms students' social behaviour and attitudes, and interests. student learning is reduced.

Based on observations and interviews conducted by researchers with informants, a general description of the findings and results of research related to the use of gadgets in Society 5.0 students on social behaviour has been presented.

### 4.1 Observational Results

Based on the results of observations for three days, the results obtained were:

1. Parents' orders are ignored, and they tend to argue against what they are told
2. When playing with gadgets it is difficult to control emotions if someone interferes with playing ethics
3. Imitating the words in the Tiktok application, for example, when someone asks them they respond by saying "You ask, explode, chuakkk"
4. Make videos with the TikTok application in public places regardless of the surroundings.
5. Often bullying friends who do not want to obey

### 4.2 Interview Result

The results of interviews with informants show that students will feel confident imitating behaviours and words that are often seen on TikTok, such as saying "You ask me". This explanation is in accordance with the results of an interview with Rina, the mother of Andika, who is a 10-year-old child in grade four. "Andika, if his brother wants to ask something, he must say you ask him first."

In the food stalls around the house, several elementary school children often hang out playing games after coming home from school, because they provide an internet network. With 6000 rupiahs to buy tea, children can enjoy the internet as much as they want. Therefore many children play with gadgets, and each of them has a gadget to play with. And if there are friends who disturb them, they will get angry and if their parents ask them to go home, they will be ignored. This is in accordance with the results of interviews with Marina, Ahmad's parents.

From the results of the observations and interviews above, it can be concluded that the use of gadgets is an external factor that harms children's social behaviour. Characteristics of students like to hang out with peers, but when friends are busy playing with gadgets, communication tends not to be optimal. Therefore, when children are faced with an environment where they are free to use gadgets without parental control, and are free to access anything without knowing which is good or bad, it will harm children's social behaviour.

## 5. CONCLUSION

The impact of devices that promote the integration of technology and people for a better and more sustainable life. In this context, devices can act as tools that facilitate connections between humans and technology. However, excessive use of gadgets can affect the lifestyle of students in Society 5.0. Excessive use of gadgets can make students less active and less confident, and reduce interaction with the environment. This goes against the principles of Society 5.0, which promotes the harmonious integration of humans with the environment and technology. Excessive use of gadgets can also affect students' concentration and creativity which is very important in society 5.0 where innovation and technological development are a priority. Therefore, students need to use the devices wisely and in balance. They must recognize the limitations of using devices and prioritize interactions with their environment and the people around them. This will help them become more balanced and integrated individuals in the 5.0 society they use or expect.

# 6. ACKNOWLEDGMENTS

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