

Impact of the Use of Gadgets on the Attitude and Character of Students in PJOK Learning

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ABSTRACT

Gadgets are used by a variety of groups, ranging from children, teenagers, adults, and parents. Gadgets are used for communication tools, social media games, games, and even online learning. A gadget is an electronic device or instrument that has a practical purpose and functions primarily to help humans. (Widiawati, 2014). This study uses a quantitative approach with a type of correlational method that aims to find out the correlation (relationship) between the two variables. It is a traditional study that has been used for quite a long time and has met the scientific principles that are concrete, objective, measured, rational, systematic, as well as using numbers and statistical analysis. (Fraenkel et al., 2012; Sugiyono, 2013). Gadgets (X), attitudes (Y1), and characters (Y2) Together Are Significantly Related. The results of the analysis indicate that there is a significant relationship between the impact of the use of gadgets and the attitude and character of students in PJOK learning. Based on the known results, the significance value for the simultaneous influence of X on Y1 and Y2 is $0,000 > 0,05$, and the value of F is 16.006 F table 3,936. So it can be concluded that H3 is accepted, which means there is an X influence simultaneously on Y1 and Y2. Teachers and especially sports teachers can choose learning criteria that can be used using the gadget as a learning container that can attract the interest of the child in learning, is able to make the classroom atmosphere comfortable, and of course, without any attitude or character that deviates.

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INTRODUCTION

A gadget is an electronic device or instrument that has a practical purpose and functions primarily to help humans. (Widiawati, 2014). Evidently, smart phone users and consumers will have reached an estimated two billion by 2014. As a result, at least one in three people in the world has become a smartphone, gadget, or gadget user. The world's mobile users have grown from 37% in 2013 to 2.1 billion in 2014. It is predicted that global users of these electronic devices will grow by 22% by 2015. So of that, 35% of the world's 7.2 billion population in 2015 will use modern electronics. (Salam, 2015). According to Damiaty (2017, p. 36), attitude is an expression of a person's feelings that reflect like or

dislike towards an object. According to Kotler (2007, p. 65), attitude is the judgment, feelings, and tendency of a person to always like or dislike an object. Attitude is the opinion or judgment of a person or respondent on issues related to health, disease, and health risk factors. The understanding of character is seen from the purpose of its education, which is for the development of the child's character. It can be concluded that character education is an effort made to ensure that every child has values, attitudes, and good character in order to be a qualified human being. One way that can be taken to develop a responsibility attitude in early childhood is through the cooperative brotherhood of Numbered Head Together, also called the teaching and learning technique through the numbered head. Number Head Together is a learning model that prioritizes student activity in searching, processing, and reporting information from various sources, which is eventually presented in front of the classroom. (Rahayu, 2006).

MATERIALS AND METHODS

This study uses a quantitative approach with a type of correlational method that aims to find out the correlation (relationship) between the two variables. It is a traditional study that has been used for quite a long time and has met the scientific principles of being concrete, objective, measured, rational, systematic, as well as using numbers and statistical analysis. (Fraenkel et al., 2012; Sugiyono, 2013)

- **Participants** The participants in this study randomly selected junior high school and high school students with a total of about 30 students needed as a background to obtain the data needed to support the achievement of the research objectives.
- **Instruments/measures.** The instrument used was a questionnaire in the form of an online questionnaire made using the Google form and then distributed to the respondents.
- **Research Procedure/Intervention Program.** The implementation of this research was carried out on students and pupils of the level of high school and high school/SME in the district of Cianjur. Secondary school is from the state secondary school 1 farm, and sampling from the high school level is carried out in the state high school 2 Cianjur. Sampling data took place on Tuesdays, June 20–July 5, 2023. This data can be described with the help of SPSS for Windows Version 16.0, and the final questionnaire was completed by 126 people.
- **statistical analysis.** Data is processed using IBM SPSS version 16.0 and provides information about statistical descriptive values, normality, homogeneity, and correlation

RESULTS

Tabel 4.1. Descriptive Statistics

Descriptive Statistics					
Variabel	N	Minimum	Maximum	Mean	Std. Deviation

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Gadgets (X)	126	14	65	50.91	7.584
Attitude (Y ¹)	126	33	165	126.48	26.893
Character (Y ²)	126	24	120	102.55	14.606

Table 4.1 shows that with the amount of data (N) of 126, the result shows the gadget variable has a value min=14, max=65, mean=50.91 and standard deviation=7.584. Then the result of the attitude variable has a value of min=33, max=165, mean=126.48 and standard deviation=26.893. And the last variable result is a character that has a value of min=24, max=120, mean=102.55 and standard deviation=14.606

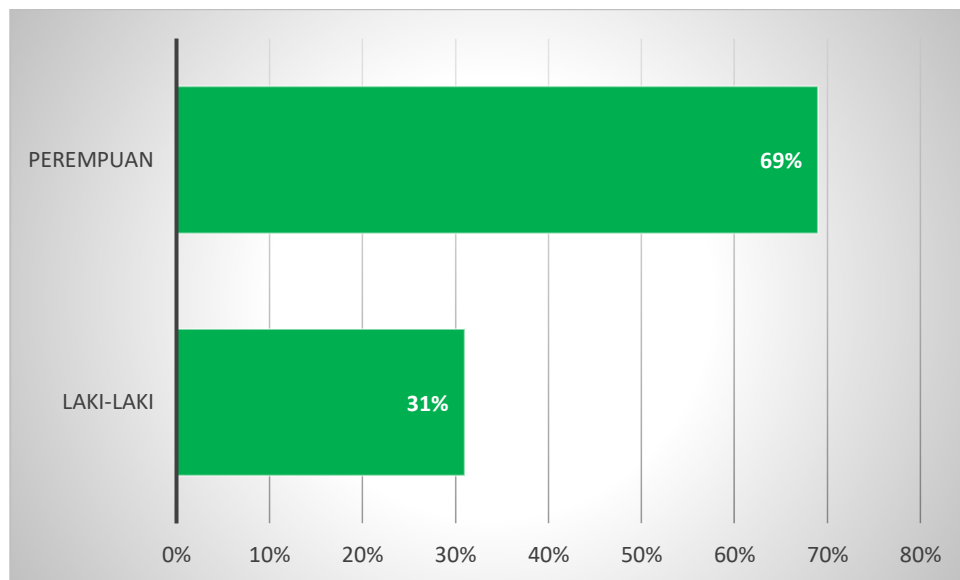


Diagram 4.1. Column number of questionnaires (male and female)

The diagram data above is data from the questionnaires that have already filled in the lift answers. The diagram shows there are questionnaire answers from men and women. The results said that of the 126 questionnaires, 69% consisted of responses from about 87 women and 31% from about 39 men.

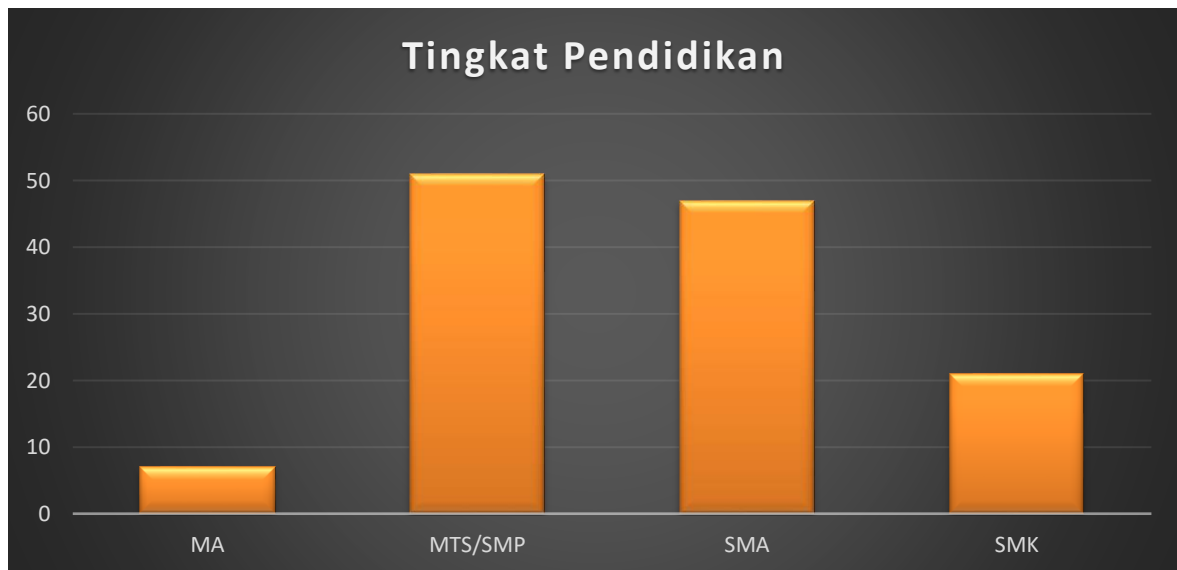


Diagram 4.2. Diagram Clustered Column

As for the results of the chart showing the educational level of the questionnaires, 51 questionnaires were completed by MTS and SMP students. A questionnaire from 47 high school students, a questionnaire from 21 SMK students, and a questionnaire from 7 MA students. And if you put it all together, there are 126 people who filled in the data on the list.

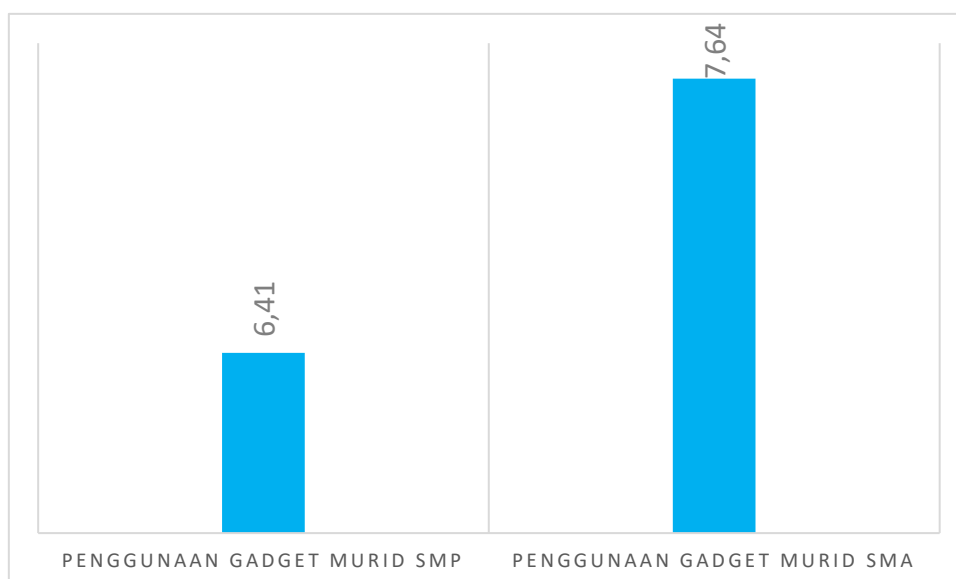


Diagram 4.3 Diagram comparing gadget usage between junior high school and high school students

This data is the result of the average use of gadgets between high school and high school students, stating that high school children use more gadgets than MTS or SMP children, with an average score of 7.64.

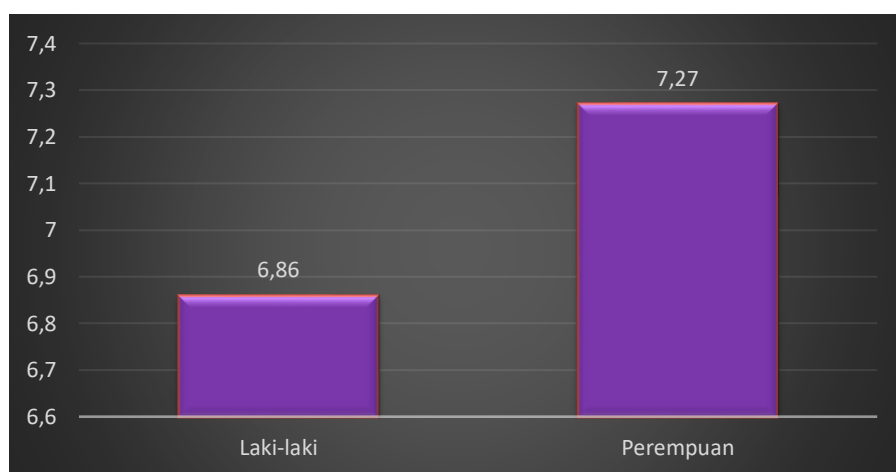


Diagram 4.4. Diagram of gadget usage between male and female students

This data is the average value of gadget usage between high school and high school students. It is known that male high school and high school students only use a gadget of 6.86 with scores that have been scored, while female students of high school or high school have an average score of 7.27. Then with this hypothesis obtained in the use of more striking student girl gadgets.

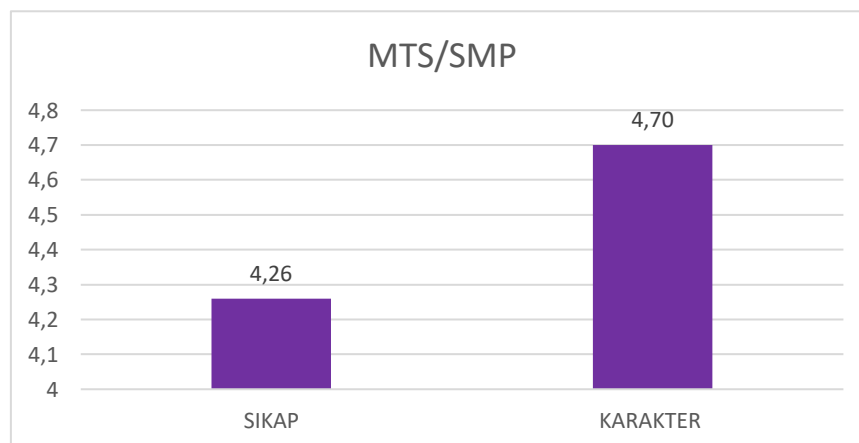


Diagram 4.5 MTS/SMP Attitude and Character Diagram

The above data is the result of the average value of the scores filled in by the high school questionnaires. It is known that the attitude result of the average grade of 4.26 and the character result of 4.70 mean that the character of the high school student Jaub is higher than that of the MTS/SMP student.



Diagram 4.6 MTS/SMP Attitude and Character Diagram

This data diagram (4.6) shows the attitude and character diagrams of MTS/SMP students. The data showed that the attitude and character of the male pupils were 4,022 compared to 4,65 for the female pupils. The result is the data between the male pupils and the female pupils that have been classified. The hypothesis is that women's attitudes and character are better than men's.

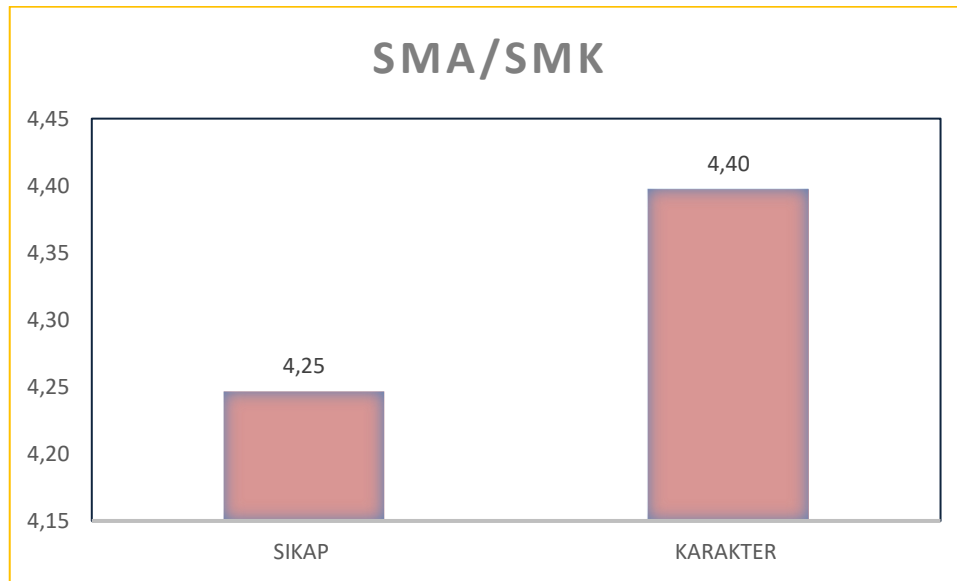


Diagram 4.7 Attitude and Character Diagram of High School Students

The above data is the result of the average of the scores completed by the high school/SMK questionnaires. It is known that the attitude result of the average score of 4.25 and the character result of 4.40, which means that the high school student's character is higher than that of a high school/SMK student.

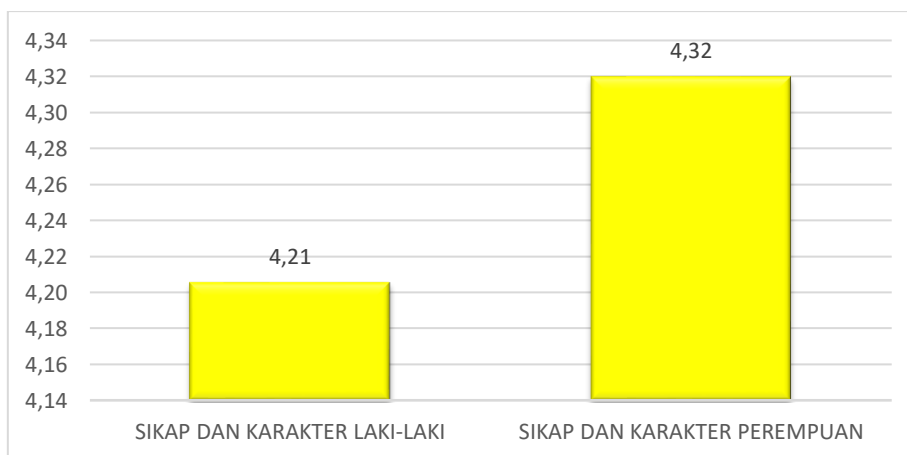


Diagram 4.8.

This data diagram (4.8) shows the attitude and character diagrams of male and female high school students. The data showed that the attitude and character of the male students were 4.21 compared to the female students 4.32. The result is the data between the male pupils and the female pupils that have been classified. The hypothesis is that women's attitudes and character are better than men's.

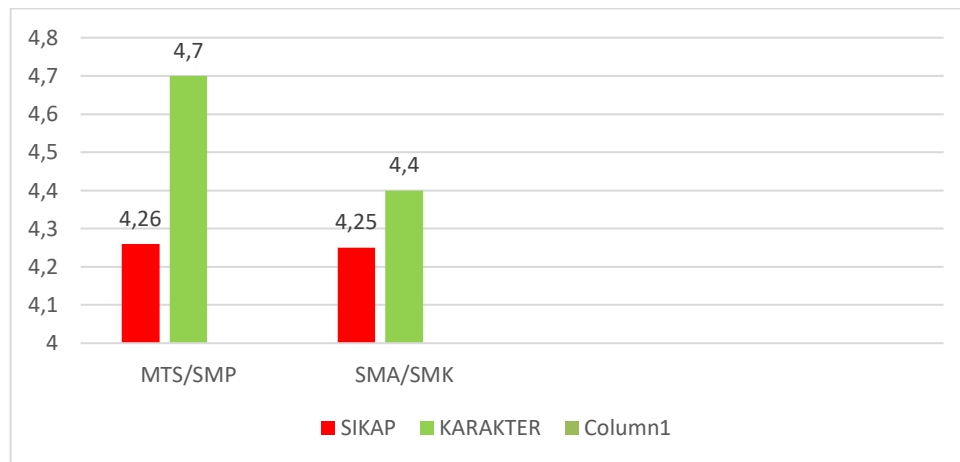


Diagram 4.9 Diagram of comparison of attitudes and character of MTS/SMP students with high school students.SMK

Data diagram 4.9 is a comparison diagram between attitudes and character of MTS/SMP students and high school/SMK students. It can be observed that the attitude of high school students of 4.26 is greater than that of the high school/SMK pupils of 4.25. And in terms of character, high school students have an average score of 4.7 higher than high schoolers of 4.4. Then the hypothesis is obtained that the attitude and character of the MTS/SMP child is greater than that of the high school/SMK student.

DISCUSSION

Based on the results of analysis and discussion of data, the authors obtained the conclusion that can be taken from the research on "The impact of the use of gadgets on the attitude and character of students in learning PJOK " it turned out that the use the gadget by schoolchildren from the secondary school / MTS and high school / SMK differently, the students also have attitudes and character that appears not too far also between male and female students

CONCLUSION

The research was carried out because of the researchers attraction to the attitude and character of students in the use of gadgets. The factor that prompted the researchers to take this title is that the pupils from the middle school and small and medium-sized schools committed acts that included crimes or crossings of schoolchildren. And it also attracts researchers to see if there are factors in the gadget that influence the attitude and character of the child. May this research be useful to the parents of the teachers, especially the sports teachers, in using the gadget in their learning.

For students, because of the improper use of gadgets, the school environment, or a poorly harmonized family, the child can change patterns of attitude and character. And this is the beginning of the deviation in how a child can communicate both at school and outside of school.



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For teachers and parents, consider the use of the child's gadget, whether it has been used for the right thing or even beyond the limits of the device's use, and build good communication between children so that there is no change in their attitude or character.

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