

The Impact of Using Gadget on Students' Learning Patterns in The Era of Covid-19 Pandemic

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Abstract

The purpose of this study is about the impacts and benefits arising from the use of gadgets for students during the Covid-19 period. This research used descriptive analysis research method or qualitative research. This qualitative research has 2 types of research, namely: Empirical Studies "Field Studies" and Normative Studies (Library Research). Data Sources and Data Collection Techniques were obtained through interviews and reading materials such as journal articles and books. Research writing includes an analysis of the positive impacts, negative impacts, benefits, and disadvantages. Positive Impact can be considered very good in obtaining information and facilitating the learning process. Negative Impact, there is dependence in use resulting in reduced health and damaged vision or radiation. Benefit, simplifying the process by using apps like zoom. The disadvantage, there is laziness in the learning process, if outside in the learning process they are more enthusiastic about using gadgets.

Keywords: Gadgets, Students, Learning Patterns, Covid-19

Introduction

In this digital world, everything is getting more sophisticated with the development of technology. Unconsciously, technological advances have positive and negative sides to the existence of gadgets. Gadgets are one of the reasons why human behavior gradually becomes apathetic. The negative side of gadgets is that there are still many children and students who use them incorrectly, and the positive side is that children can play while learning through more interesting audio-visuals so it can be easy to understand (Muhammad Iqbal Ulil Amri, 2020). A gadget is an electronic device used by humans, such as mobile phones, computers, etc. Gadgets are used by adults, but in modern times like this, children are also using gadgets (Syahudin, 2019).

In the 21st century, the development and advancement of technology in the field of science and technology are increasingly sophisticated. The development of information technology has progressed appropriately. In 2020, Indonesia has implemented technological learning by using gadgets as a medium. Online learning is by using a network used at the same time and in different places. Online learning should not be in the classroom but it can be done online using internet quota (Ridwan Sanjaya, 2020). Online learning uses the application of distance learning which aims to increase access for students to obtain good quality (Maulana Atman Hutomo, 2020). By online learning, it can provide an opportunity for all students to take part in learning that is not possible in this current situation.

Online learning can be beneficial for both parties, are lecturers and students. The benefit for lecturers is that online learning can change the conventional learning style or model which will indirectly result in professionalism. Meanwhile, students can use it as an alternative in the learning process that does not have to be present in the classroom. Online interaction in learning between students can encourage students and make them independent (Nabila Himly Zhafira, 2020). Increasing students' activity in the use of various technologies can make lectures successful and greatly affect students individually.

The coronavirus disease pandemic or known as Covid-19 can change humans, including the activities of students having to carry out the learning process from home, because schools and universities must be closed due to the Covid-19 virus in 2020 until now. The government has issued a regulation on carrying out the learning process from home or online. This is to prevent the spread of the Covid-19 virus and to maintain the security, safety of students, educators, or other communities. By this regulation, the learning process is by online using the internet network (Nabila Himly Zhafira, 2020). The Internet is a global communication system connecting computers and networks around the world. The internet can also be used by the whole community as a technological tool that can bring up new types of interactions with social interactions (Shiefti Dyah Alyusi, 2016).

The decision on guidelines for the implementation of learning in 2020/2021 during the Covid-19 Pandemic, Number 01/KB/2020 explained that the learning process, especially at the higher education level, will be held online (Nizam, 2020). It can be explained that the learning process at the

Tarbiyahand Teacher Training Faculty of Manado State Institute of Islamic Studies (IAIN Manado) especially in the Madrasah Ibtidaiyah Teacher Education Department (PGMI) applies an online learning process. Online learning is considered to be one of the best solutions in the learning process during a pandemic and can be protected from the outbreak of this dangerous virus. Covid-19 can make all activities, both office activities, lectures, schools, and other activities carried out online and isolated at home.

This study discusses the use of gadgets in student learning patterns in the era of the Covid-19 pandemic. The Covid-19 pandemic is a new thing to be studied in dealing with student learning during a pandemic. This study aims to find out about the use of gadgets on student learning patterns in the era of the Covid-19 pandemic. Until now the Covid-19 pandemic still exists but activities must continue according to existing regulations.

Method

The method used is descriptive analysis or qualitative research (Mulyadi, M, t.t). This qualitative research has 2 types of research, namely: Empirical Studies "Field Studies" and Normative Studies (Library Research). This research is in the form of library research and is clarified by field studies in the form of interviews (Joko, 2012). The purpose of this research is to collect a variety of information data such as books, journals, and some results of interviews with several parties. In addition, it aims to achieve an understanding of the impact of using gadgets during this Covid-19 pandemic (Mardalis, 2010). The data source is something that produces information and description. In this study, the data was obtained from the readings and opinions of several related parties (Husein Umaar, 2019). Sources of data in writing are divided into two, namely Primary and Secondary. Data collection techniques were obtained from several studies and interviews (Arikunto, 2006). Data analysis techniques are way in research which must pay attention to the pattern of analysis that will be used (Suryabrata, 2006) The data analysis used is deductive, which is done by clarifying general things and first, then it can be concluded in general (Husein Umar, 2019).

Research Result

The results of the study showed that students who experience an impact on learning are in the form of an internet network. *Gadgets* also affect the learning patterns of students such as a lack of understanding in receiving material.

The use of gadgets during the Covid-19 pandemic in the online learning process can be carried out wherever and whenever it is under applicable rules. The learning process during a pandemic like this can have an impact on students. During Covid-19, students can carry out the lecture process online using the zoom meeting application.

The Impact of the Covid-19 Pandemic on Students' Learning Patterns

Covid-19 in learning has been done online since 2020, hence all students must participate learning process online. The existence of technology can be one of the needs in online learning.

Online learning can provide different things, in the form of a lack of understanding in receiving material during the learning process. Students think that it is better to do the learning process directly than online. Why is that? Because if learning is online, there will be many obstacles faced, such as a network that often errors, if the network is an error then the explanation discussed will be difficult to hear. For now, the use of gadgets is very necessary for the online learning process. In the use of gadgets, there must be limitations in use because gadgets use can be addictive. Gadgets also have the benefit if they use in the right way. The use of gadgets can result in positive impacts, negative impacts, and the benefits towards students' learning patterns in the Covid-19 pandemic, as follows:

Positive Impact: The positive impact of using gadgets on student learning patterns is very important and can be assessed very well, because, in this fast-paced world, almost all student activities demand to use of gadgets, both in finding and obtaining information in fulfilling tasks components.

Negative impact: The negative impact of using gadgets on student learning patterns is that gadgets are used as a necessity in people's lives, this results in the dependence on using gadgets. Many students no longer use gadgets as a source to search and find information, but as entertainment, playing games, and watching YouTube too often. Many students still use gadgets until late at night, and this can also result in a lack of health for students because it can damage vision and fatigue, this is due to the radiation emitted from the gadget.

Benefits: The use of gadgets during the pandemic can be classified very well because students can be facilitated by the zoom application (via online) in the learning process. This must be done because the pandemic crisis that has attacked the world has obstructed education, people are directed to stay at home, either work or studying online.

Disadvantages: The use of gadgets in this era cannot be separated from the negative things that can happen. Many universities hold demonstrations to ask for offline learning, students miss the teaching and learning atmosphere in the classroom with all the activities in it, this makes students

bored in using online learning policies. Sometimes students become lazy to study because they have to learn by using quotas. This does not happen to students but also children at schools.

Discussion

Gadgets

Humans need tools to communicate to get information, it becomes a very important need in interacting and communicating. The gadget is a term in English which can be interpreted as an electronic device. In general, a gadget is an electronic device that has many functions, such as mobile phones, computers, and so on (Chusna, 2017). The gadget is a medium used as a communication tool. In today's communication, it is increasingly sophisticated with the existence of gadgets.

Benefits of Gadgets

The benefits of gadgets are very useful according to their use, gadgets' function is as tools to communicate. If in ancient times, people communicated by sending letters, in today's era of gadgets, someone can communicate quickly. Therefore, the sophistication of gadgets can increase knowledge in using electronic devices.

Learning Resources Through Gadgets

Gadgets in the learning process aim to simplify and speed up learning. In gadgets use related to ICT-based learning media, it can be connected to access to the internet so students can do the learning process using the zoom application, moreover, users on mobile phones can record and make a video, thus they are used as learning archives for students. Lack of material in books can make gadgets a learning resource.

There are three classifications in the use of gadgets in learning, as follows a) Gadgets can be used as additional material in learning b). Gadgets as support in learning activities. c) Gadgets as an alternative in learning, means that if the lecturers cannot attend the meeting, they can provide learning materials sent to the group.

Covid-19 Pandemic

Coronavirus or (Covid-19) is a disease caused by a virus that was discovered in 2019. The Covid 19 pandemic is like a bomb explosion that hit the world and caused great global panic, fear, and helplessness. Therefore, the government has issued several policies to ensure that all people do not suffer from the situation and continue to do activities by prioritizing safety and health together (Ahmad Erani, 2020).

Online learning during a pandemic at all levels of formal education can increase awareness and the occurrence of this dangerous virus transmission. Thus, the government has issued a policy requiring learning from home. The learning process at home or online has a huge impact on the learning process, the assessment process, a decrease in the quality of graduates, and a decrease in public assessments (Nur Rochman Hidayatullah, 2020). Online learning is learning using a zoom application and is connected to the internet network (Albert Efendi, 2020).

Conclusion

Based on the research results, it can be concluded that the use of gadgets for students can have positive and negative impacts, in the form of Positive Impact, which can be considered very good in obtaining information and facilitating the learning process. Negative Impact, there is dependence in use resulting in reduced health and damaged vision or radiation. Benefit, simplifying the process by using applications like zoom. The disadvantage, there is laziness in the learning process, if outside in the learning process they are more enthusiastic to use gadgets.

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