Analysis of The Impact of Gadgets on Student Motivation and Learning: Reviewed After Covid

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Abstract: This research aims to determine student motivation and learning outcomes after the passing of Covid-19. The type of research that researchers use is qualitative. The research subjects used were in 2 classes, namely VIa and VIb. the number of VIa students is 23 people and VIb 22 students, and the number of students from both classes is 45 people. The data analysis techniques used were questionnaires and interviews. The samples used using the saturated model were VIa and VIb, with a total sample of 45 students. Analysis of the questionnaire that we distributed to students obtained the following results: on average students who were motivated by gadgets were 30% and those who were not motivated were 15% and, student learning outcomes were 31% and those who were less motivated were 14%.

INTRODUCTION

In the learning process, a comfortable learning environment is needed, where the environment is anything that stimulates the individual, so that he is involved and influences his development. In today's globalization, everyone from children, teenagers to the elderly is familiar with sophisticated tools that can provide information to other people and this happens in any part of the world, one of which is easily called using gadgets or telephones(Choi et al., 2019; Sari et al., 2023). A gadget is a small electronic device that has a special and unique function compared to other electronic devices. Gadgets are a modern technological development that targets all groups, including pre-school children. Of course, proper use can make the learning process more effective and efficient(Heinrich et al., 2015; Johnson et al., 2018; Lim & Richardson, 2021).

Using gadgets that are connected to internet services will make it easier for everyone to access information in any corner of the country, but it is very difficult to take advantage of this opportunity. Especially at the elementary school level, quite a few people use gadgets only for playing and entertainment. The gadgets they have when studying are a business process that is generally used for: SMS, WhatsApp, Instagram, Facebook, online games, listening to music, watching audio services. visuals and others. The use and role of

gadgets can be seen from a person's ability to achieve new behavioral changes as a whole, as a result of their own experience in interacting with their environment. Because learning is not only studying subjects(Nehm, 2019; Wei et al., 2021), but also organization, habits, perceptions, pleasures or interests, social adjustments, various skills and other ideals. In principle, use will be positive if the benefits used have a clear direction and good control from the perspective of use.

Researchers conducted research at MIN 4 Pematang Gajah, where most of the students already use gadgets. This research took class VI MIN Pematang Gajah as an object because on the recommendation of the school principal, interviews conducted by researchers with several students, there were several students who were addicted to playing with gadgets. So with this research, researchers want to know whether the use of gadgets has an effect on the motivation and learning outcomes of students at MIN 4 Pematang Gajah, especially class VI or whether the use of gadgets has no effect on the motivation and learning outcomes of class VI students at MIN 4 Tanggul Gajah. With the description above, researchers are interested in conducting research with the title Analysis of the Impact of Gadgets on Student Motivation and Learning: Reviewed After Covid. Hopefully, the research that has been carried out will be able to provide additional information and insight in being wise or wise in using technology, especially for learning in the future, so that the abilities or developments of the times can improve the quality of students' learning to be better and have competitiveness in the future.

METHOD

The type of research that researchers use is qualitative. Researchers use the qualitative type because it is based on the belief that this type of research is able to produce and process descriptive data, such as interview transcriptions, field notes, images, photos, video recordings and so on(Creswell, 2012; Methods et al., n.d.). The population is 45 students from 2 classes. The total sampling obtained was 23 class VIa students and 22 class VIb students at MIN 4 Pematang Gajah. Based on observations carried out by researchers at MIN 4 Pematang Gajah on 8-10 November 2022. The data collection technique used by researchers was observation of the surrounding environment, interviews with the principal, homeroom teacher, several class VI students, and distributing questionnaires to class VI then The questionnaire results from the interview were analyzed so that the answers from the observations could be reviewed both qualitatively and quantitatively.

RESULT AND DISCUSSION

Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop the potential that exists in themselves to have religious spiritual power, self-control, personality, intelligence, noble character, and the necessary skills for themselves and society(Gurban & Almogren, 2022; Muhammad et al., 2022; Twinamasiko et al., 2021). But currently, there are many problems in the world of education that can hinder the achievement of the expected goals. Problems in education are the top priorities that must be solved, one of which concerns the problem of quality of

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education. The quality of education is currently experiencing challenges after the passing of the impact of the Covid-19 Virus outbreak.

Online learning itself has several positive sides, namely, students can concentrate more easily because of the comfortable learning environment. But as we know, for about 2 years the government has set an order to study online, and with such a long time, many students become less excited because the learning situation is boring and sometimes becomes monotonous so that they cannot concentrate on receiving learning and just being a passive student(Chibuwe & Munoriyarwa, 2023; Metruk, 2022). In fact, motivation in learning is important for the achievement of learning goals. Not only students, the quality of teachers also contributes to making the learning atmosphere more pleasant and does not seem monotonous, one of which is by choosing the right method, the use of media, for example, teachers can make animated videos that build students' interest in learning, the number of assignments given is also one of the factors that students easily get bored and lead to stress. In assigning tasks, give deadlines that are not too fast nor too long. From the data that the researchers got, the following results were obtained. Several problems were found, one of which is that since Covid19, many students have become addicted to playing with gadgets, either to help study at home or just to play around.

By conducting several interviews with several students, it turned out that half of the class VI students already had their own gadgets and when the questionnaire was distributed to 2 classes in class VI, 25 of the 45 students had their own gadgets. This is also the initial trigger for problems for students, at an age that is still very good at accepting students, they quickly become infected, but if there is a lack of supervision from parents it will be a very fatal thing of course. Because the task of supervising students is no longer the job of a teacher, the teacher's job is only to remind and reprimand students in the school environment(Hidayati et al., 2023; Islamiah et al., 2023; Nugroho et al., 2023). Because at MIN 4 Pematang Gajah learning does not use gadgets but face to face, only some homework is given by the subject teacher. So the role of parents is very important in the family environment to maintain children's safety when using gadgets. From the results we obtained, the total motivation results and student learning outcomes can be seen in table 1.

Table 1: Motivation Results

No	Students	Motivated	Not Motivated
1.	45	30%	15%

The results from table 1 above show that student learning motivation increased by 30% and did not increase by 15%. This actually indicates that when face-to-face learning is carried out after the Covid-19 pandemic, there is an increase in student learning motivation, because students already have a great desire to carry out the learning process directly and as usual, and this is also most likely because the learning process is online instead of online learning. face to face meetings do not or have not run optimally. The research also obtained data that student learning outcomes can be seen in table 2.

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Table 2. Learning Outcomes

No	Students	Good	Not Good
1.	45	31%	14%

The research presented above, namely in table 2, researchers believe that gadgets are tools that facilitate all human needs and activities so they are popular and very important to use. The results from table 2 above show the learning outcomes of students who agreed that gadgets helped them in doing their assignments, namely 31% and only 14% said they had no influence. This research data explains that if implemented correctly, technological developments can create a better atmosphere and quality of learning.

From the data above, it can be seen that gadgets can help them in teaching and learning activities, from the many negative impacts that exist on gadgets, it turns out that students also feel the positive impact they feel, one of which can help them in doing tasks from the teacher's father or mother, besides that they can also find out the latest news with a note that parents must also supervise children while at home, They can also find out the latest news with the note that parents should also supervise the children while at home, they can also entertain themselves by playing online or unpaid games. Become an option from various circles, including students at this time, such as to access information, add insight, as a lifestyle, and self-existence. Gadgets nowadays are like friends themselves, because gadgets have applications and updates from day to day that many people like and make life more instantaneous.

From the data that the researcher collected both through interviews and theoretical studies that the researcher collected, the researcher believes that the benefits of gadgets for students include being able to help students do their school assignments where with gadgets, students can look for references or information needed to complete school assignments easily. to finish quickly. Gadgets are also able to provide ease of communication. With gadgets we can communicate long distances without delay, there is no need to write letters like ancient communications before the creation of tools that made it easier for us to communicate. Gadgets can also be used as a refreshing medium. With the gadgets you have, you can use them as a refreshing medium, such as taking photos with friends, listening to music, singing on an application. Apart from channeling your talents, gadgets can also be a medium for entertainment when you are tired, and thrown away afterwards. complete school assignments. Gadgets are also able to become a source of learning by providing extensive facilities for accessing information, where with gadgets they can more easily open various sites to increase the insight they need. Apart from that, they will also not miss out on actual news that is currently hot and being discussed. Then, from the interview results, data was also obtained that gadgets can also be used as self-existence for students or for students who have the ability to write, they can create positive stories or write down their experiences on social media so they can channel their abilities. The importance of this gadget is that it should be a facility that children can use. students, especially teaching staff, to the maximum.

From the results of the research that has been carried out, it clearly shows the role of gadgets in the learning process, apart from what has been mentioned above, where

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researchers believe that gadgets in general, apart from students, also apply to the general public as social creatures or in jobs such as teachers or other jobs, where gadgets are capable shows as a tool to increase insight and knowledge. The first benefit that can be obtained when using a device is that it opens up access to extensive information. With this, you no longer need to go to the library to look for information because almost everything can be accessed easily via this device. There are lots of scientific references that you can get through gadgets, for example books, journals and articles available on the Internet. Gadgets can also be used to facilitate communication, where gadgets are one of the most influential inventions in modern life today. Because gadgets can make it easier for people to communicate long distances so they can expand their social networks wherever they are Thanks to easier communication, you can also use it to expand your social network. You can be friends with anyone even though you are very far apart. An example of this phenomenon is the presence of social media which can be accessed via gadgets. With this social media, you can get to know and make friends with the wider community. Not only from Indonesia, you also get a network of friends from abroad and can also be used as a search engine With this electronic device you can find any information. Not only information about general knowledge, you can also get useful information for your personal interests.

Gadgets can also be tools to speed up work. It cannot be denied that the reason many people use gadgets is because they can help their work. With gadgets, human work can be faster and more efficient. We have often encountered the role of gadgets in helping human work, especially as educators in the learning process Technology is a necessity towards an "innovative school" because with the use of technology, it is hoped that there will be an increase in the quality of learning / teaching, an increase in productivity / efficiency and access, an increase in positive learning attitudes, professional / staff development, and an increase in profile / introduction. These five things are the needs that form the basis for the need to apply technology in schools. Thus, it is hoped that the school will experience changes that are in accordance with global demands but remain in line with its vision and mission which are correlated with the needs of the school and the region.

The importance of the role of gadgets that researchers have conveyed means that it is appropriate for every individual to adapt to the era of globalization which is marked by developments in the field of technology, teachers should support technology-based education to expand educational power and develop the potential of teachers, students and schools. Realizing this, teachers are required to provide a strong response to this technology. Because indirectly the 21st century teaching profession has focused on broad fields(Nehru et al., 2022; Yusuf et al., 2022; Zakwandi et al., 2022; Zb et al., 2022). First area, educators involve learning using technology. Educators are given various courses on various skills on how to utilize technology at various levels ranging from personal management aspects to professional aspects. The second area focuses on the use of technology in the teaching and learning process (using to learn). The second area focuses on the use of technology in the teaching and learning process (using to learn). How educators use technology effectively to solidify knowledge and proficiency in a subject. Meanwhile, in the third field, educators are required to have good technological

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devices/tools to support teaching and learning activities. Educators should have quality devices such as technology specifically designed to support the millennial generation education sector, with cloud technology teachers will be able to distribute material to students easily and increasingly support effective and efficient teaching and learning activities in schools. Excessive and inappropriate use of gadgets will affect students' personality and character in a bad way, so proper and good control is needed so that the role of technology remains good. Special attention must be paid to students' personalities in instilling character in them. Because personality and character will greatly influence the growth and development of students.

Gadgets are a communication tool that cannot be separated in human life. So in the current era gadgets are not only consumed by adults but also by children(Nada et al., 2022; Zb et al., 2022). The widespread use of gadgets among children can hinder the child's growth and development process. This research aims to determine the impact of gadget use on physical development and behavior in elementary school children. Gadgets are not only tools for communicating but can also make other activities easier. One of the things that happened during the Covid-19 pandemic was that gadgets were used as a means of online learning. Where teachers and students carry out the process of teaching and learning activities using an application in the form of WhatsApp on the gadget. The use of gadgets for the growth and development of early childhood can have a big impact and influence on the growth and development of early childhood both physically and mentally.

The impacts and influences that arise can be positive or negative influences on children's growth and development. Children who are accustomed to using gadgets will have an impact on their thinking ability and creativity, can result in damage to morals and religious values, gadgets cause reduced social interaction between children and their surrounding environment, making children tend to be lazy about moving and rarely do physical activity. Carrying out motor activities, gadgets can also have an impact on the development of speaking abilities. Apart from that, good and correct use of gadgets during early childhood can be a medium of stimulation that can optimize aspects of a child's growth and development(Muhammad et al., 2022; Wang et al., 2017). On the other hand, excessive and unsupervised use of gadgets will also have a negative impact on children's growth and development in the future. Gadgets facilitate human communication activities. Now communication activities have developed more advanced with the emergence of gadgets. These include smartphones such as iPhone, Android, BlackBerry and notebooks. In psychology, early childhood development is said to be children aged 0-6 years. Gadgets have an impact on the social development of early childhood. The impact of gadget use on the social development of early childhood has positive and negative impacts. Excessive use of gadgets will have a negative impact on children's social and emotional development.

The negative impacts of using gadgets on children include children becoming closed individuals, sleep disturbances, isolation, violent behavior, waning creativity, and the threat of cyberbullying. The solution to the problem of using gadgets in early childhood is to limit the use of gadgets, supervise children when playing with gadgets with parental figures who play a very important role and provide the right time schedule when children play with gadgets, so that gadgets cannot hinder them from an early age. childhood social

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development. In the midst of today's technological advances, we can do everything by using a tool called a gadget or better known as a mobile phone. Helping ease in communicating, doing work to looking for entertainment, making gadgets a tool that is very desirable and important to have to make human life easier.

This convenience causes us to use devices more than interact with the surrounding environment(Kuzmickaja et al., 2015; Squire, 2012; Sulisworo & Toifur, 2016). Excessive use of gadgets can have a negative impact on the body, for example exposure to the rays of gadgets is very dangerous for the health of our eyes. There are many positive impacts from the use of technology, namely gadgets, which have been mentioned, but if done excessively, it can cause several symptoms which researchers believe are likely to be caused by gadgets, namely the Negative Impact of Excessive Exposure to Devices. The following are some of the negative impacts of exposure to devices used for too long on our eyes. These include headaches, pain in the area around the eyebrows, temples, forehead or neck, tired eyes and double/shadow vision. At the age of children it is thought to stimulate the occurrence of myopia or what is usually called nearsightedness and so on. Of course, the data that researchers present must be carried out further and in depth so that it can truly be drawn as a conclusion about the impact of the gadget. Even though using gadgets can help make work easier, we still have to take care of them by exercising good control and being wise in their use. One of them is reducing the time you use your device according to your capacity or needs and continuing to implement intelligent and measurable lifestyle behavior and of course you have to be wiser in your use or activities. Overall, researchers believe that if technology is used appropriately it will be able to increase motivation and improve the learning process both now and in the future.

CONCLUSION

Based on the results of research and discussion regarding the Analysis of the Impact of Gadgets on Student Motivation and Learning Outcomes Reviewed After Covid-19, the following conclusions can be drawn, namely that the use of gadgets greatly influences students' interest in learning, however, students must be able to use gadgets well as tools to help them carry out their activities. in the learning process where students are motivated by 30%. and also the results of the learning carried out will be better by 31%, so it is believed to make a good contribution in increasing student motivation and learning outcomes. Apart from that, even though gadgets help, in the learning process, the role of parents, teachers and the school environment and at home should be to spend time with children to repeat the lessons they have learned at school. The development of children's thinking is very necessary and must continue to be sharpened so that they are not lazy to think and try. It is hoped that future researchers will be able to observe with a larger and more general population and use valid data analysis and analysis instruments in better and measurable terms.

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