



The impact of gadget technology on students' interest in reading

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Article Info

Article history:

Received Oct 11, 2023

Revised Oct 28, 2023

Accepted Nov 30, 2023

Keywords:

Gadgets;

Impact;

Reading Interest;

Technology.

ABSTRACT

Nowadays, technology is becoming increasingly sophisticated. One proof of the development of increasingly sophisticated technology is the existence of gadgets. Where gadgets are a form of technology that penetrates all circles including junior high school students who make children tend to prefer to be alone to use their Gadgets, rather than interacting with their peers. They spend more time just playing gadgets, so they don't have time to read books, be it textbooks or other books. So the importance of awareness of reading interest must also be further emphasized to students. And the purpose of this research is that the author focuses more on the discussion of the impact of Gadgets on students' interest in reading, especially students in class VII-1 SMP Negeri 8 Binjai.

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1. INTRODUCTION

Reading is a very important activity in learning and is the first step in fostering interest in reading (Snow, 2002) (Ainley et al., 2002). This means that all learning processes are based on a person's reading ability. Any information or knowledge can be obtained if someone wants to read (Smith, 2012) (LaBerge & Samuels, 1974). The learning and education process will not run well and optimally without reading. In addition, knowledge can increase and the insight of thinking becomes broad by reading. According to Kamah, reading is an activity that can enrich knowledge and also broaden horizons to be able to form characters and attitudes that cause knowledge to increase (Brent, 1992) (Vera-Munoz et al., 2006). Knowledge that increases from reading activities can come from various reading sources. Almost all reading sources such as newspapers, scientific literature (scientific articles, journals, etc.), books, and so on that can increase knowledge (Hirsch, 2003) (Cunningham & Stanovich, 1997).

For students, reading can be useful to support learning activities at school. By reading books and scientific literature, students can participate in school activities well (Bean & Melzer, 2021) (Creswell, 2012). Students can gain additional knowledge beyond the knowledge gained from their learning activities at school (Hwang et al., 2015) (Pimmer et al., 2016). In addition to gaining knowledge, a person who likes to read will gradually develop a high curiosity (Oudeyer & Smith, 2016). If curiosity gets a high boost, there will be an interest in reading (Grossnickle, 2016). Reading interest is an active mental tendency to understand language patterns to obtain information that is closely related to willingness, activity and feelings of pleasure that potentially allow individuals to choose, pay attention to and accept something that comes from outside themselves (Spiro et al., 2017). The existence of

reading interest allows a person to actively expand his knowledge and the learning outcomes he receives can achieve optimal goals if a person's reading interest is higher (Puspitarini & Hanif, 2019) (Chadijah et al., 2023).

Gadget is a tool or mechanical device that is new and easy to use (Fadzil et al., 2016). Gadgets, which are currently favoured by many people, especially teenagers, have several types of Gadgets that are often used (Ashari et al., 2018) (Krisnana et al., 2020). A smartphone is a smart phone that has computer-like capabilities. Examples of smartphones are iPhone, iPad and BlackBerry. An iPhone is a books and scientific literature, students can follow activities at school well. Students can gain additional knowledge beyond the knowledge gained from their learning activities at school. In addition to gaining knowledge, a person who likes to read will gradually develop a high curiosity. If curiosity gets a high boost, there will be an interest in reading. Reading interest is an active mental tendency to understand language patterns to obtain information that is closely related to willingness, activity and feelings of pleasure that potentially allow individuals to choose, pay attention to and accept something that comes from outside themselves. The existence of reading interest allows a person to actively expand his knowledge and the learning outcomes he receives can achieve optimal goals if a person's reading interest is higher.

A phone that has an internet connection and multimedia applications that can be used to send picture messages, the iPad is a Gadget that has a larger size. It is similar to a tablet computer that has additional functions in the operating system (Englander & Wong, 2021) (Kortum & Sorber, 2015). BlackBerry is a wireless handheld device with various capabilities. This tool can be used for SMS, internet facsimile, and also mobile phones. From the description above, it can be drawn an understanding that to achieve a good learning achievement is likely to be influenced by many factors, in this case these factors include the impact of Gadgets on students' interest in reading at MI / SD. To prove whether this factor really has an impact on students' interest in reading, the author is interested in conducting research on the impact of Gadgets on students' interest in reading in MI / SD.

2. RESEARCH METHOD

In this research we use the type / approach of research in the form of Library Research (Chu, 2015) (Mann, 2015) (Connaway et al., 2017). Mestika Zed states that library research is research conducted by reading works related to the issues to be studied and noting important parts that have to do with the topic of discussion (Hancock et al., 2021) (Nanda & Azmy, 2020). Literature study is conducted by collecting references or written sources in the form of data on "The impact of gadget on students' interest in reading at the junior high school level". The sources will be obtained either through books, journals, theses, papers, or other media that have a relationship and relation to this research.

3. RESULTS AND DISCUSSIONS

Gadgets

Gadget is a term derived from English, which means a small electronic device that has a special function. In Indonesian, Gadget is referred to as "acang". One of the things that distinguishes Gadgets from other electronic devices is the element of "novelty". This means that from day to day, Gadgets always appear by presenting the latest technology that makes human life more practical. There are many variants of Gadgets that are now spread in Indonesia, especially such as smartphones, Androids, tablets, computers and laptops. The booming Gadget users in Indonesia can be seen directly in public places such as schools, stations, terminals, bus stops and even in buses. Users of this social media tool seem to have become a culture in Indonesian society. Nowadays, anyone, anytime, anywhere we will see everyone interacting with their smartphones. SMS, telephone, internet, games, email, etc. will be done in a fairly short time interval. So the definition of Gadget in this research is a technological object that has a certain function where the technology often develops following the times.

Positive and Negative Impacts

It is undeniable that children cannot be far from technological advances, especially in information technology which is getting faster every day. This can make it easy for children to get information and easy to establish communication with long distances.

Here are some things that have a positive impact, among others:

- 1) Making it easier and faster to access the information needed;
- 2) Ease and speed up the delivery or dissemination of information;
- 3) Facilitate the completion of tasks or work;
- 4) Facilitate the process of information and communication unhindered by time and place;
- 5) Making children think creatively with the software inside;
- 6) The large use of information technology opens up job vacancies.

Meanwhile, the negative impacts include:

- 1) Racial issues, violence and pornography have become commonplace;
- 2) Lack of socialization so that children prefer to be alone with their technology games;
- 3) The emergence of a culture of plagiarism or plagiarizing other people's work.

All policies or developments must be followed by positive and negative sides, including in technological developments. We should be aware of the phenomena that occur in order to minimize the negative side Ade, 2016: 14-17).

Reading Interest

According to the Big Indonesian Dictionary (Depdiknas, 2008: 916), "interest is a high inclination towards something, passion, and desire". Interest is a desire that arises from the heart by itself. Furthermore, according to Muhibbin Syah (2011: 152) says that, "interest means a tendency and high enthusiasm or a great desire for something". The high and low interest that a person has will affect his behavior.

According to Makmun Khairani (2014: 144) argues that, "interest as an aspect of obligation, not an innate aspect, but a condition formed after being influenced by the environment. Therefore, interest is fickle and very dependent on the individual". Interest in learning is formed after students adapt to their learning environment. A comfortable learning environment that supports learning will have an impact on student achievement.

Based on some of the definitions above, interest is a desire that arises from the heart by itself and becomes a driving force for someone to take an action. Meanwhile, interest in learning is a sense of liking, interest, attention that students have towards learning activities which is shown through student behavior that is active and enthusiastic in learning. This interest in learning will have an impact on student learning outcomes.

Learning Interest Indicator

Learning interest indicators are a measurement reference to determine student interest in learning. There are several indicators of learning interest that students have in their learning process both at school and at home. According to (Zanikhan, 2008) indicators of student interest in learning are as follows:

- 1) A sense of liking and interest in what is being studied;
- 2) Students' desire to learn;
- 3) Attention to learning;
- 4) Students' enthusiasm and participation and activeness in learning.

Function of Learning Interest

According to M. Chabib Thoha et al. (1998: 109), the functions of interest are as follows:

- 1) Interest affects the form and intensity of ideals The ideals that a person has are formed from the emergence of interest in certain passions. Someone who has a passion in the world of health, will allow someone to have ideals related to the world of health, for example becoming a doctor or nurse.
- 2) Interest as a strong driving force A person's desire based on interest becomes the strongest driver for that person to realize their wishes.

- 3) Interest affects the intensity of a person's achievement. A person who learns because of interest in a subject will show more good or satisfactory achievement. On the other hand, if someone learns not because of interest in the subject, in other words, they are forced to, they will not get satisfactory results.

Factors that Influence Learning Interest

Interest in learning is formed and influenced by factors from within the student and factors from outside the student. According to Dinar Barokah (2010), the factors that influence interest in learning are as follows:

- 1) Motivation
A person's interest will be higher if accompanied by motivation, both internal and external. The combination of desire and ability that can develop into motivation will generate interest.
- 2) Learning
Interest can be obtained through learning, because by learning students who initially did not like a certain lesson, over time due to the growth of knowledge about the lesson, interest also grows.
- 3) Lesson material and teacher attitude
Subject matter that is of interest to students will often be studied by the students concerned. The attitude of the teacher is also one of the objects that can stimulate and arouse students' interest in learning. Teachers who are smart, kind, friendly, disciplined and liked by their students will foster student interest in learning.
- 4) Family
Parents in the family have an influence in determining a student's interest in learning. What the family gives is very influential on the development of the child's soul. In the development of interest, parental support and attention are needed.
- 5) Friendship
Someone who hangs out with people who have a good personality will certainly be influenced to be good too. Someone who hangs out with people who have a great interest in learning will be influenced.
- 6) Learning environment
The environment plays a major role in the growth and development of children. The environment is the family that nurtures and educates children, the school where they are educated, the community where they hang out, as well as the daily playground with its natural conditions and climate.
- 7) Ideals
Ideals affect student interest in learning. In fact, ideals are also said to be a manifestation of a person's interest in the prospect of life in the future.
- 8) Talent
Through talent a person will have an interest. For example, if since childhood a child has the talent to sing, he will indirectly have an interest in singing.
- 9) Hobbies
For everyone, hobbies are one of the things that cause interest. If someone has a hobby for math, he will develop an interest in him to pursue math.
- 10) Mass media
Mass media both print and electronic can attract and provide stimulation for students. Mass media such as books can foster student interest in learning. Books provide a lot of information for students. electronic mass media such as television and cellphones / gadgets also affect students' interest in learning. Students lack time to study due to television and cellphones/Gadgets.
- 11) Facilities

Various facilities in the form of facilities and infrastructure at home and school have an influence on one's interest. Complete and adequate facilities will facilitate student learning (Rohmah & Ojtia, 2016: 12-25).

Impact of Gadgets on Reading Interest

Currently the development of information technology is very rapid, technology has been used in various fields of life as entertainment, education and even economic activities All forms of activities carried out with Gadgets must always be accompanied by parents, but in reality today many parents let their children play Gadgets by themselves without any restrictions so that this becomes a complex problem.

This affects students' interest in reading, as shown by research conducted by (Irhandayaningsih, 2007) which found that the use of Gadgets affects students' interest in reading statistically significantly. Students' concentration with various things faced, one of which is reading material, will also be affected due to prolonged use of Gadgets, this was revealed by (Beauty Manumpil, Amatus Yudi Ismanto, 2015). The features provided on the Gadget have distracted children's attention to play more than read. Often children prefer to use features such as playing games and watching Youtube to get entertainment. This affects children's interest in reading, where if it is continued, children will have a low interest in reading and in adulthood children experience a lack of knowledge because from an early age they do not have an interest and habit in reading (Yulia, 2020).

Interest in reading does not just grow but there are certain efforts to foster interest in reading for the better. Thus increasing interest in reading is closely related to the AIDA action framework (Attention, Interest, Desire and Action) A sense of curiosity or attention (attention) to an object (book/text) that is read can generate a sense of interest or interest in the object (Interest), a sense of interest will generate a desire and willingness (desire) to read.

A high desire in students will cause a passion to continue reading (action) so that students always try to fulfill their reading needs and understand the meaning of the words written in the text or reading. Efforts that can be made to increase students' interest in reading include: (a) need support from parents, teachers and friends (b) get students used to reading books before learning takes place (c) choose readings that students like but are still educational (d) influence positive things so that students like to read (e) utilize existing facilities and infrastructure (Elendiana, 2020).

4. CONCLUSION

The gadget can be a media and learning tool. The use of gadgets is beneficial for students, which can be used to socialize and communicate and get learning resources via the internet, so reading material is not only obtained from books but can be through the use of gadgets. For teachers, pay more attention to student learning development which can also affect student learning outcomes. In addition, teachers must also be more creative in presenting learning by understanding the types of learning methods, good and suitable media used in learning also need to be considered because most likely this can affect student learning outcomes. For students to be able to use gadgets according to their portions and be able to increase enthusiasm in learning in the classroom in order to have good learning outcomes. To other researchers who will continue the results of this study, can utilize the results of this study as information and comparison materials to obtain better research results.

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