

UTILIZING GADGETS AND ONLINE GAMES AS MEANS OF SELF-DEVELOPMENT OF STUDENTS / I SMP NEGERI 3 BILAH HULU IN THE ERA OF THE INDUSTRIAL REVOLUTION 4.0

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Abstract

Revolution is change that happens quickly. The revolution had a huge impact on society. Society quickly accepted the effects of the new revolution. The revolution has undergone four changes during its development. Online games themselves have positive and negative impacts. The effect of the meaning of obtaining positive benefits from online games, namely: being able to develop one's visuospatial abilities by practicing processing spatial information from the monitor screen. Therefore, the right way to overcome this problem is through community service in the form of outreach. The purpose of this study is to find out how the use of gadget technology and online games in learning in the era of the industrial revolution 4.0. This research is qualitative descriptive research. The research was conducted on students of SMP Negeri 3 Bilah Hulu, Labuhanbatu Regency.

Keywords: Gadgets, Online Games, Development Facilities, Industrial Revolution.

INTRODUCTION

The family is the main social media in providing a child's first education, even from birth to the family world, especially the first parents in instilling educational values, norms, ethics, culture, and rules of all other types of life. Parents have an important responsibility in the formation of the main child's personality until the child grows up to be an adult and responsible person. Through that, the child's life is very dependent on what his parents do. (Febriani et al., 2021), According to law number 35 of 2014 concerning child protection, reads: "Parents must maintain, cultivate, educate, protect, maintain and develop their potential according to the abilities, talents, and interests of the child".

Revolution is change that happens quickly. The revolution had a huge impact on society. Society quickly accepted the effects of the new revolution. The revolution has undergone four changes during its development. In the first industrial revolution (1.0), humans could only rely on physical strength, water power, or wind power to produce goods or services, and humans could only rely on physical strength, water power, or wind power to produce goods or services. The second revolution (2.0) is also called the technological revolution. The revolution that began in the late 19th and early 20th centuries was marked by the advent of electricity. In the third industrial revolution (3.0), humans no longer play an important role. The Industrial Age

is slowly ending, being replaced by the Information Age. The fourth phase of the revolution (4.0) or called the Industrial Revolution 4.0 is embedded with smart technology that can be connected to the internet.

In all areas of human life, the Industrial Revolution 4.0 is called the digital revolution, and all of its aspects are integrated with technology and information. In its implementation, the Industrial Revolution 4.0 has experienced changes in all aspects of life, starting from social, political, cultural, educational, and other aspects. In the field of education, the digital revolution has changed the traditional learning paradigm into a new, all-digital paradigm. Learning using a digital system certainly requires immediate adaptation from all parties and most importantly teachers and students. Teachers as learning facilitators must be able to adapt to learning using the latest application systems. According to (Prasetyo & Sutopo, 2018), the Industrial Revolution 4.0 is the integration of cyber-physical systems (CPS) and the Internet of Things and Services (IoT and IoS) into industrial processes, including processes such as manufacturing and logistics.

Online games can be defined as a type of video game. It only works if the device used to play the game is connected to the internet network. So it can be interpreted that this online game can only be played when the computer or smartphone that you are using is connected to the internet. There are various types and choices of online games that can arouse children's interest in finding and playing, especially now that parents prefer their children to play online games rather than playing outside or being picky. (Pebriana, 2017) Online games have positive and negative impacts and sometimes children do not understand the dangers of these online games. Some of the negative impacts are: damage to nerve tissue, slowed brain development, and reduced child interaction with the environment so that children show individualism towards friends and other people.

Therefore, it is necessary to understand the positive and negative impacts of Gadgets, especially those aimed at children, so that children can limit themselves to playing online games. Therefore, it plays a very important role in the development of children's brains. The benefit of holding this activity is that children are more familiar with the positive and negative impacts of online games. Children use their time playing online games more wisely. Can provide teacher notifications as well as the impact of online games.

IMPLEMENTATION METHOD

The method used is a social event. where this activity can be expected to act as a solution to solve problems and inform the various impacts that have occurred after the appearance of gadgets and online games (Putu et al., 2020). This socialization event was held to solve various Social, Psychological, and Talent problems in children. Socialization materials include:

1. Definition of gadgets and online games;
2. Various kinds;
3. Positive Impact of Gadgets & Online Games;
4. Negative Impacts of Online Games;
5. Factors & Characteristics of Online Game Addiction;
6. Efforts that can be made to prevent the Negative Impacts of Online Games;
7. Good Ways to Utilize Gadgets & Online Games;

3.1 Schedule of Activities.

The implementation of this PKM goes through several stages which will be carried out, which can be described in the following flow (Kalingga et al., 2022):

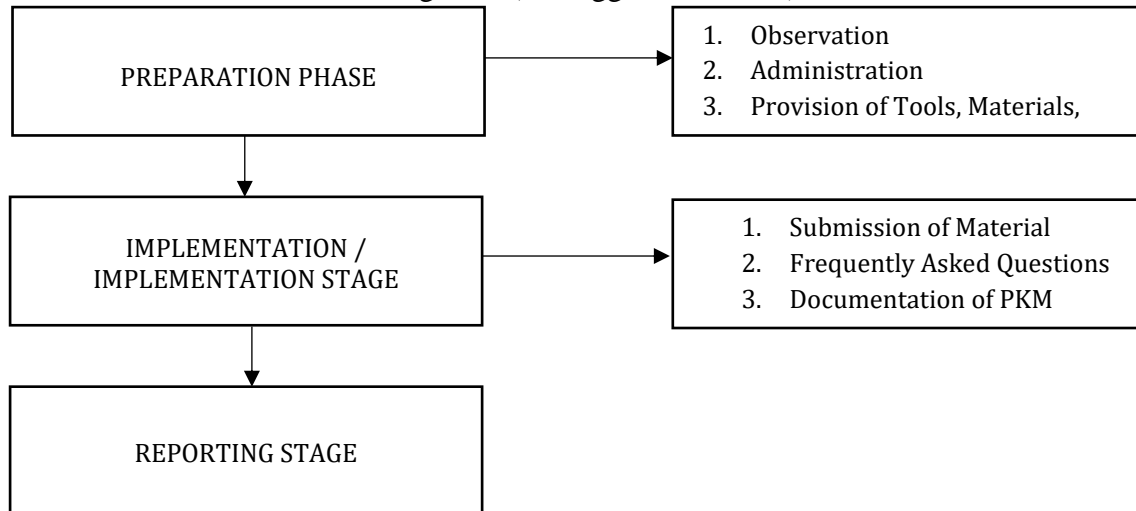


Figure 1. Implementation Stages

1. Preparatory stage

a. Observe / Observation

Conducting observations by conducting surveys at locations that will be used as community service programs, namely at SMP Negeri 3 Bilah Hulu, which is addressed at Meranti Village, Menanti Village, Bilah Hulu District, Labuhan Batu Regency, held 1 (one) time.

b. Administration

Administrative procedures at this preparatory stage were carried out by taking care of licensing and coordinating with SMP Negeri 3 Bilah Hulu, Meranti Village. These parties include:

- 1) Principal of SMP Negeri 3 Bilah Hulu, Meranti Village.
- 2) Teacher of SMP Negeri 3 Bilah Hulu, Meranti Village.

c. Provide tools, materials, and materials.

Provide tools, materials, and materials by making materials in the form of PPT as well as learning videos that will be used in terms of socialization, besides that the equipment used for socialization is also prepared in the room. This includes classrooms for socializing, infocus, and laptops.

2. Implementation/Execution Stage

a. Socialization

The socialization will be carried out in the form of delivering material (ppt) about using gadgets and online games as a means of self-development for students of SMP Negeri 3 Bilah Hulu Meranti Village, in the form of examples of activities that can strengthen the positive and negative impacts of using gadgets and how we can make use of gadgets it in a positive direction. In this socialization, I will convey the socialization material.

b. Question and answer

After finishing the presentation of the socialization material, I hope that the students of

SMP Negeri 3 Bilah Hulu can play an active role in this activity, namely by asking questions.

c. Documentation

All forms of PKM implementation activities are documented in the form of photos of this PKM implementation activity.

3. Report Writing Stage

During the reporting phase, the team prepares a final report and produces a journal for publication

3.2 Number of Activity Participants.

The number of people who participated in this PKM activity was \pm 60 students of SMP Negeri 3 Bilah Hulu, Labuhan Batu Regency. This does not include the Board of Teachers of Bilah Hulu Public Middle School, Labuhan Batu Regency.

RESULTS AND DISCUSSION

The form of implementation of this community service activity is the impact of Gadget games and Online Games on children and adolescents and how students and students of SMP Negeri 3 Bilah Hulu, Meranti Village can take advantage of the positives of Gadgets and Online Games. This socialization was divided into three stages, namely the preparation stage, the implementation/implementation stage, and the reporting stage. As preparation, the team will collect materials that will be used as power points which will be presented at the implementation stage. In the implementation phase, the team will conduct socialization at the Bilah Hulu State Middle School, Meranti Village. Team Outreach successfully carried out this work in January 2023.

In the preparatory phase, the PKM team went to SMP Negeri 3 Bilah Hulu Meranti Village to observe and negotiate with the Principal of SMP Negeri 3 Bilah Hulu, Meranti Village about the material the team wanted to convey to the school and the time for socialization activities. From these negotiations, the principal sent Mrs. Ely to act as a school representative, and the principal asked that the team communicate more or explain negative things than positive things from the predetermined socialization title. Based on the results of these discussions, the time and material for the outreach activities were determined, which would be held on Saturday, January 28, 2023. At 07.30 WIB (starting from preparing the equipment until the event was finished). Before socializing, the team first arranges the material in the form of slides. The material is taken based on existing journal excerpts. The first material explains the meaning of Gadgets & Online Games. This understanding lets participants understand what online games are, not just play them. The second material describes various online games from various medium standards to those that are liked by today's children.

Materials Two to Six define various types of online games according to various standards that are popular among children today. In this material, participants will learn about various types of online games, not only what they know. The seventh material explains the core material of ongoing socialization, namely the impact of online games. Judging from the socialization that has been carried out, most of the participants only know the fun of playing gadgets and online games. Although gadgets & online games also have negative & positive impacts. Despite a better understanding of the negative effects of online games, many participants still enjoy playing online games, almost to excess. The fifteenth material explains how to prevent &

overcome addiction to gadgets & internet games. Here, participants will know what to do when facing various cases of gadget & online game addiction, and how to prevent it if there is no gadget & online game addiction.

The program for assessing success or failure in outreach activities for Students of SMP Negeri 3 Bilah Hulu, Meranti Village in 2023, is implemented by:

Table 1. Achievement Indicators

Indicator	Target	Realization	%
By identifying the number of socialization participants and whether the participants who attended were by the target or not.	60 students of SMP Negeri 3 Bilah Hulu, Meranti Village.	Consisting of 45 students who attended the socialization activity.	75 %
Identify the implementation of socialization activities, whether it is by the program and schedule that has been planned or not.	The design of this PKM activity is by the design of the activities made.	The teachers at SMP Negeri 3 Bilah Hulu were very enthusiastic about supporting this PKM activity	100%
Identify the enthusiasm of the participants in socialization activities whether they have met expectations or not.	The PKM team sets understanding targets so that all students can understand the essence of socialization.	Of the 42 students who attended, the understanding of the socialization was conveyed, thank God the 42 students understood and understood.	100%
Whether the benefits and satisfaction from the implementation of this socialization activity can be felt by all parties involved including the servants and the participants or not.	The process of submitting material can be felt by all parties in this PKM activity.	They were all very happy/satisfied when listening to the presenters present the socialization material.	100%

Participants in this socialization were all 60 students of SMP Negeri 3 Bilah Hulu, Meranti Village. Based on the evaluation of the implementation of this Socialization program, the result was that the participants who took part in this event reached 42 participants out of the targeted 60 participants. The program for implementing this activity was designed with a discussion and question-and-answer method. Socialization activities run smoothly and by expectations. It was proven by the fact that none of the participants left or left the room when the socialization started until the socialization event was over. In addition, the students seemed

enthusiastic to listen/pay attention to the presentation of the material from the speaker, and the discussion and question-and-answer interaction that took place during the question-and-answer session also became one of the advantages or features of this socialization. Other benefits felt by the participants, besides getting additional knowledge on how know the negative and positive impacts of gadgets & online games, participants can also understand how to use gadgets and online games in learning the industrial revolution 4.0.



Figure 2. Introduction



Figure 3. Explanation



Figure 4. Cover

CONCLUSION

This community service activity / PKM is great for junior high school students to learn about the impact of gadgets & online games. From the socialization material provided by the resource persons, it is hoped that children can manage their time to play gadgets or online games. Children are also expected to be able to use study time to control the time they play online games so that children do not look abnormal due to mental addiction to online games. Children can also communicate with their parents so they can invite their children to arrange playtime.

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