

Analysis on College Student Who use Gadget, Basic for Behavior Intervention Plan

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Abstract

An interesting phenomom has rised nowadays due to the affect of global culture and life style. The importance of having gadget is one of latest life style. In Indonesia, the level of gadget owning is high among people. Ravicandran (2009) ini his study found an interesting fact that 96.5 % teenagers has cell phone. This condition has both positive and negative effect. Now is easier for people to communicate. But in the other hand, there has been changing function of social media. We find many bullying activities and also games addiction case. With gadget, we can update our status or check-in place where we are at that moment. Based on research conducted by Fauzi, Punia, and Kamajaya, (2016) , there's new culture among adolescence to spend time at café in Denpasar, Bali. Social media played significant role to show their existence virtually. Another survey by Market Analysis and Consumer Research Organization (MACRO) in 2009 showed people prefer to buy gadget with high resolution camera. Based on that phenomom, this research aim to make baseline on making intervention plan in handling negative effect of gadget or internet use.

Keyword: *Gadget, Student, Intervention Plan*

Background

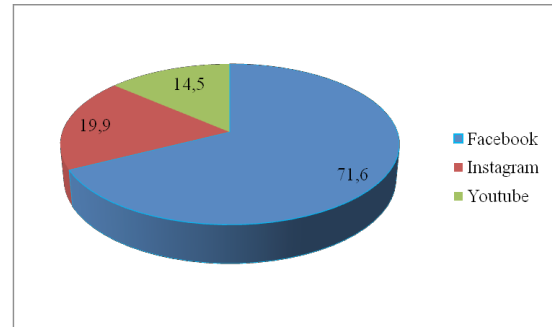
Nowadays, gadget has become one of primary needs for most people. In Indonesia, the numbers of its user is increasing. The ministry of Research, Technology and Higher Education on their press release in Cikarang, No. 02/SP/HM/BKKP/I/2017 said that smartphone user in Indonesia reached 25% of total population, or around 65 millions people.

The data from Webershandwick, public relation company that gives communication service found 65 millions active facebook users in Indonesia. While PT. Bakrie Telecom found almost 19.5 millions twitter user from total 500 millions global users. Indonesian Association for Internet Service Organizer (APJII) said in 2016, there were 3 favorite social media, on the top position was Facebook with 71.6 millions users, second was Instagram with 19.9 millions users, and the third one was Youtube with 14.5 millions users.

For many people, the internet has rapidly become a part of everyday life. Once a tool used primarily by researchers and professionals in the technology industry, the internet is now used for educational, occupational, communicative, and entertainment purposes. Watson (2005), mentioned fact that more and more people are becoming preoccupied with the internet to the

extent that they are reaching a point where are unable to control the use. In Indonesia, growing data shows how large the number of social media users as it shown on table 1.

Table 1 Social Media User in Indonesia (APJII Survey, 2016)

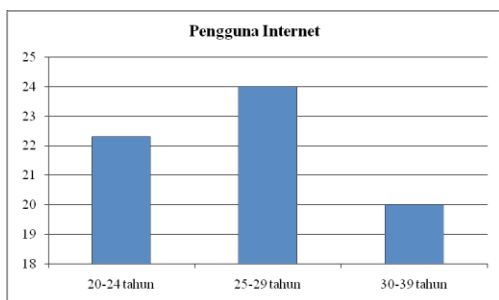


From table 1, social media user is dominated by people around 20s, where the skill of literacy is better than other group age. As reported by CNN Indonesia, Sugiharto (2014), there were 22.3 millions users from young age around 20-24 years-old, and 24 millions users from the age 25-29 years-old in Indonesia. APJII also released the fact that those numbers relatively higher than people with age 30-39 years-old.

Kompas on its online news portal also quoted APJII survey that showed 72.41 % majority of the internet users were from the urban. Not only to communicate, but also for other use such as; online trade, online transportation, publish work of art, etc (Bohang, 2018). Internet has become unseparated

part daily life of young generation. 49.52 % of internet users are those whose age around 19-34 years-old.

Tabel 2 Internet User Based on Age in Indonesia (APJII Survey, 2016)



According to Arnett in Santrock (2012) , that age range refers to young adult. At that age, human experience socioemotional development, seen from their social relation and also emotion. A social relation happens in two ways; conventional and non-conventional. In the past, people write letter and send it by pos to send news with others. But now, people can easily send news from social-media, which are Facebook, Instagram, and Youtube (APJII, 2016). This fact leads us to one of type addictions, which is internet addiction.

Definition of Internet Addiction

Internet is a new phenomenon that may practitioners are unaware of and consequently unprepared to treat. The best method clinically to detect compulsive use of the internet is to compare it with criteria for other established

addictions as written in the Diagnostic and Statistical Manual of Mental Disorders (DSM-IV-TR). Prior research defined internet addiction as an impulse control disorder that does not entail an intoxicant (Sato, 2006).

According to Young et al (2000) there are five subtypes of internet addiction based on different online activities. Those five subtypes are: information overload, online gaming addictions, net compulsions, cyber-sexual addiction, and cyber-relationship addiction.

With regard to gender and addiction, an interesting pattern of gender differences in addictive tendencies was reported by Greendberg et al (1999) . Analysis on the individual substances and activities of addiction found that men reported greater level of addiction to cigarettes, alcohol, video games, gambling, and internet use.

Research Objectives

This study is designed to describe college student need in using gadget. Knowing that there are change in using gadget, through this study we hope to find the effect of gadget use. Specifically, this study will be the baseline for an intervention plan.

Research Methods

The research used literature and data analysis which was found in field. The study was

performed in Bhayangkara University, Faculty of Psychology through Focus Group Discussion (FGD). There were two types of data, first one was literature such as textbook, journal, government rules, website, etc. The second was empiric data collected from the field, through interview and FGD.

According to Kitzinger dan Krueger in Barker, Pistrong and Elliot (2002) Focus Group Discussion (FGD) is popular method for research and to collect data from a small group of people. The advantage to use FGD is that it allows each participant to contribute in group and to collaborate the topic more deeply.

The data is collected from FGD then to explore use textbook, journal, government rules, website, etc. According to Barker, Pistrong and Elliot (2002) this data can be analyzed using various point of view. So, it can be generalized with future research.

FGD followed by 90 student as participant. This FGD conducted by three classes. There are 30 student in every class. This following is the procedure for FGD :

1. Determine the purpose
2. Arrange and organize sechedule
3. Determine characteristic participant at FGD (student with gadget)
4. To create guideline question for FGD

5. To analyze and organize the participant's answer.

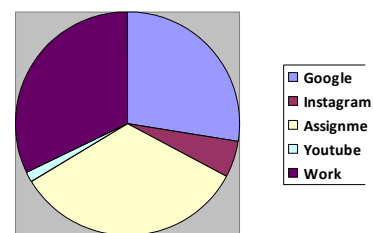
This procedure was conduct based on theory from Krueger (1994).

Results

Analysis in FGD must be systematic according to Krueger (1994). The following is process to analysis data ini FGD :

1. Sequencing question to allow maximum insights. From the participant's answer to organize followed by key question relating to core topic of interest and then later followed with the opportunity for final summary question by each participant.
2. Capturing and handling data
3. Coding data
4. The last is sharing of preliminary and later reports

Based on analysis in FGD the obtained result about college student used gadget to seek update news, Instagram, reference for college paper, watching Youtube for tutorial, working online, and selling products. They also used gadget for spending money through mobile banking.



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