

## **After the Signal Came: Changes in Behavior of Village Teens Using Gadget in Hulu Jambi**

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### **ABSTRACT**

*The research that underlies this paper aims to look at changes in adolescent behavior in the village after the proliferation of gadgets and the response of parents to changes in the behavior of these adolescents. The village of Muara Mensao, which is the location of the research, is located in the upper reaches of Jambi and only received an internet signal five years ago. Positive habits were once a part of village youth's life. Afternoon sports, cooperation, and being on the committee for a feast are three examples. Through observations and interviews with local community leaders, parents, and six teenagers, gadgets or gadgets that enter the village following the presence of an internet signal, it is recognized that it has harmed the youth of Muara Mensao, namely: reduced social bonds and face-to-face contact with fellow teenagers, changes in interest from collective activities become online games, leading teenagers to gamble and negative content on the internet. Parents and the community have taken actions to reduce the negative impact of gadgets by: first, instilling religious values, secondly teaching discipline to their children, and thirdly giving verbal advice and warnings.*

*Keywords: gadgets, internet, village youth, Muara Mensao.*

### **Background**

Muara Mensao Village, Sarolangun Regency, Jambi Province began to feel the advancement of information technology through the internet evenly in 2016. In that year Telkomsel's network tower was built in the village which spreads the network to all villagers. Cell phones are already owned by many residents of this village. Community communication with other mobile phone users outside the village, whether family, co-workers, or old friends, is reestablished smoothly after the signal is available. Before 2016, villagers had to go to high places such as up hills or certain places to get a network from satellites to be able to communicate using mobile phones. However, advances in information technology must have excesses, especially for teenagers who are still in school.

Villagers also participated in the switch from mobile phones to smartphones or gadgets. The community, especially the youth of Muara Mensao village, consciously or not, enjoy

communication tools that provide advanced features through various existing applications. Hours were running out facing this new tool. Teenagers more or less lose face-to-face socialization time, switching to interactions on social media. Online games or games that contain negative elements are also easily available and can be downloaded. As mentioned by Nasution, the possibility to make teenagers addicted, interfere with psychological development, damage their attitudes and behavior, is part of the negative impact of this communication technology revolution, which is also being experienced by young people in Muara Mensao.

Yudrik pointed out that children and adolescents are not the time to be given a personal cell phone. They are in the process of personal strengthening. Consumptive behavior changes will occur. Elementary and junior high school children should be prohibited or at least require strict supervision in using devices in their daily activities. But what happens is that more and more teenagers spend time playing games. If gathered at home or in public places even on a vehicle, they are still staring at the device compared to the environment around them. Not only teenagers, since the internet signal is present in the village, sometimes one family can be seen busy with their respective gadgets.

Interview with researchers in Muara Mensao village, Limun District, Sarolangun Regency, Jambi Province, since communication technology began to penetrate this village, there have been many changes in social processes that occur among adolescents. The teenagers themselves confessed that they used to hang out together, tell stories to each other and every afternoon they were active in sports, soccer, or volleyball. After the signal came and the gadget was in demand by the teenagers there, the early social habits that were often carried out slowly faded. Teenagers rarely leave the house, except at certain times. Worse, according to research informant Sudirman, this communication technology facilitates the circulation of drugs to the village. Drug providers from outside will soon come when there are village teenagers who order. Positive social behavior is becoming increasingly pressing.

This article aims to describe the impact of the development of communication technology on the social life of adolescents in Jambi Malay traditional villages. More specifically, the article will describe the social life of youth in Muara Mensao village before the existence of gadget communication equipment, the social impact of the device on youth in Muara Mensao village, Sarolangun, Jambi; and finally describes the independent efforts of families and residents to reduce the impact of these gadget communications on young people in Muara Mensao village.

## **Literature Review**

Adolescence is a transitional period in the human life span, connecting childhood and adulthood. Adolescence is also known as the transition period between childhood and adulthood. In this period there are major and essential changes regarding the maturity of physical and spiritual functions. According to Gunarsa, the word teenager is commensurate with the Latin word *adolescere* or in English *Adolescere*, which means to grow or to

groumaturity which means "to grow or to grow to maturity". Primitive peoples and ancient peoples viewed puberty and adolescence as no different from any other period in the life span. Children are considered adults when they can produce.

Yudrik Jahja, stated that the developmental tasks of adolescence are: Accepting one's physique along with its diversity of qualities, Achieving emotional independence from parents or authority figures, Developing interpersonal communication skills and getting along with peers, either individually or in groups, Finding a model human who is used as his identity, accepts himself and has confidence in his abilities.

Several factors that can affect the emotional development of adolescents are:

### 1. Physical Changes

Physical changes are indicated by very rapid changes in the body's limbs. In the very early stages of the limbs. The early stages of this growth are only limited to certain parts which result in an unbalanced body posture. This bodily imbalance often has unforeseen consequences on the emotional development of adolescents.

### 2. Changes in interaction patterns with parents

Parenting patterns of parents towards children, including adolescents, vary widely. There are those whose parenting patterns according to what is considered the best by themselves alone are considered authoritarian, pampering children, indifferent, but there are also those who are full of love. Differences in parenting patterns like this can affect the emotional development of adolescents. How to give punishment, for example, if in the past a child was beaten for being naughty, in adolescence this kind of method creates more tension between teenagers and their parents.

### 3. Changes in Interaction Patterns with Peers

Teenagers often build interactions with their peers in a typical way by gathering to do activities together by forming a kind of gang. The interaction between members in a gang group is usually very intense and has very high solidarity. The formation of groups in the form of gangs like this should be attempted to occur in early adolescence only because it has a positive purpose, namely to fulfill their shared interests. Face-to-face communication between them as a form of socialization is important.

Communication itself in general is a consequence of social relations in society which because of that relationship causes social interaction. Terminologically, communication means the process of delivering a statement by one person to another as a consequence of social relations. Ratu Mutia Lela mentions communication as a human activity to understand each other or understand a message between the communicator and the communicant. Usually, it ends with an outcome known as the communication effect. Yudi Abdullah stated that communication is a process of passing messages from individuals to other individuals, from individuals to small groups or large groups. General human-to-human statements using

symbols or symbols that have meaning. The essence is the similarity of meaning or understanding between those who communicate.

Along categorizes communication processes into two: primary processes and secondary processes. The primary process is the process of conveying one's thoughts or feelings to others by using symbols (symbols) as media. Symbols as primary media in the communication process are language, signs, gambits, colors, and others that are directly capable of translating the thoughts or feelings of the communicator to the communicant. While communication in the secondary process, namely the process of delivering messages by someone to others by using a tool or means as a second medium after using a symbol as the first medium, a communicator uses a second medium in launching his communication because the communicant as the target is different in a relatively distant place, the media it can be through letters, telephones, gadgets, texts, newspapers, magazines, radio, television, films and other secondary media that are often used in communication.

At first, gadgets became a symbol of modern prestige, before they functioned to receive and deliver information and messages quickly, both for business and non-business activities, as a business tool, as a tool to build corporate image, and have become part of modern human life. Maybe Martin Cooper of the Motorola company was the first to think about making the phone small and portable, handheld. The idea was then worked on by a division at Motorola.

Technological changes will encourage other changes, including changes in social behavior as a form of an atmosphere of interdependence which is a must for establishing human existence. The work of Pandi Setiawan which takes a quote from Hurlock, B. Elixabeth, states that social behavior is a person's physical and psychological activities towards others or vice versa to fulfill oneself or others per social demands. Quote from Rusli Ibrahim social behavior is an atmosphere of interdependence which is a must to ensure human existence. as evidence that humans in meeting the needs of life as individuals cannot do it alone but need help from others. Therefore, humans are required to be able to work together, respect each other, do not interfere with others, be tolerant in community life. Conceptually, social behavior is formed because it is influenced by other people, cognitive processes, environment, and culture.

Someone who often associates with people who have a polite character, in theory, there is a high possibility that he will behave like most people with polite character in his social environment. On the other hand, if he associates with people of arrogant character, then he will be affected by that. In addition to social friends, cognitive processes also play an important role. Memories and thoughts that contain ideas, beliefs, and considerations that form the basis of a person's social awareness will affect his social behavior. Environmental and natural factors can sometimes influence a person's social behavior. For example, people who come from coastal or mountainous areas who are used to speaking loudly, then their social behavior seems hard too when they are in a community environment that is used to being soft and smooth in speaking. Then culture plays a role in influencing, for example,

someone who comes from a certain ethnic culture may feel strange social behavior when in an environment of a different ethnic or cultural community. In the context of learning physical education, the most important thing is to respect each other's differences. A good education will shape children's social behavior.

Shaping social behavior, as Max Weber called it, makes a transition from social action to general social life where the action is classified into four types to compile the components involved. Action is Zweckrational (rationally useful) when it is applied in a situation with a plurality of means and ends where the perpetrator is free to choose the means purely for the sake of efficiency. Action is Wertirational (rational in terms of values) when means are chosen for their efficiency purposes because the goal is definite, namely excellence, action is effective when emotional factors determine the means and ends of action, and action is traditional when both the means and the ends are surely mere habits.

Various forms and types of social behavior of a person are character or personality traits that can be observed when a person interacts with other people. As in group life, the tendency of a person's social behavior who becomes a member of the group will be visible among other groups.

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## **Method**

The data sources of this research are the results of observations and interviews in Muara Mensao Village and are accompanied by documentation. The interview contains questions to answer research questions about changes in the social behavior of adolescents affected by gadgets and the responses of parents and community leaders. The number of research informants who became the primary data source was ten people. While secondary data is data obtained from a second source in the form of oral and written documentation and events.

Data analysis in this study was carried out since data collection was carried out. The data is then checked again, grouped into several sub-topics, and match the data obtained and analyzed, and interpreted logically, in order to obtain valid and reliable data.

## **Result and Discussion**

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### **A. Social Life of Youth in Muara Mensao Village**

Muara Mensao Village is a village located in Limun District, Sarolangun Regency, and is one of the largest villages in Limun District. In 2016 the Telkomsel tower was built in Muara Mensao village and is active on February 1, 2017, until now. There have been many changes seen in people's lives that occurred after the existence of the Telkomsel network in Muara Mensao village, especially the youth in this village. These changes can be seen from the different daily behavior of teenagers before the popularity of gadgets in Muara Mensao village. Before the gadgets began to be used by teenagers there, the informants of this study admitted that teenagers were always active in activities outside the home, be it youth religious gatherings, sports, and so on. Teenagers often gather at night in shops or houses which are often used as gathering places by teenagers.

The widespread use of gadgets that occurred in Muara Mensao village made activities that were carried out before the existence of gadgets were almost rarely carried out by teenagers. Teenagers prefer to play with their gadgets when social gatherings are held and more often stay at home to play with their gadgets. Youth sports activities that used to be done every afternoon are now almost no longer carried out by teenagers who use gadgets. During the holidays or Lebaran, teenagers seem to gather and do activities together, sports and religious competitions are often held to enliven the holidays which might attract teenagers in Muara Mensao village to gather again. However, in daily life, youth social-religious activities that used to be weekly and more active in the month of Ramadan are no longer visible to teenagers in Muara Mensao village. Decreased sports and religious activities are also influenced by the entry of new negative activities on the social behavior of adolescents, namely the introduction of illegal drugs or narcotics.

The researcher interviewed the Head of Youth Organization of Muara Mensao village Andri Gunawan who said that:

“[S]now I see that almost some of the teenagers in Muara Mensao Village are using illegal drugs such as drugs or the like. The easy access to communication that we feel today is also a way for teenagers to find these drugs. So that many teenagers are affected by associations that can mislead and destroy the future of the teenager.”

Drug traffic is getting smoother as well due to easy access to communication to outside parties in purchasing these illegal drugs. A news report about the circulation of drugs also reported the statement from the Limun Sector Police Chief who said that:

“[D]I Muara Mensao village is indeed rampant in drug trafficking, we have often made arrests. Generally, these illicit goods are supplied from the South Sumatra region. But through the path from Kutur Dam which is about 5 KM from here”.

The Limun Sector Police Chief also stated that the Sector Police had repeatedly appealed to the public to inform if they knew of drug transactions, namely in Ranggo, Panca Karya, and

Muara Mensao villages, making it easier for police officers to reduce drug use in Muara Mensao village, especially Limun District.

### **B. Use of Devices Among Village Youth**

Technological advances are now very fast and increasingly sophisticated. Many advanced technologies that have been created have made such great changes in human life in various fields, such as gadgets can have such a large impact on cultural values. Now everyone around the world must have a smartphone.

Excessive use of gadgets will have a negative impact on children. Children who spend time with their devices will be more emotional, rebellious because they feel that they are being disturbed while playing games or opening applications that are already available on their respective devices. Lazy to do daily routines even to eat must be bribed, because they are using a gadget. It's even more worrying if they don't realize the people around them don't even greet people who are older than them. They are cool looking at social media Facebook or other applications.

Facebook is very well known among teenagers and even parents in Muara Mensao village also have their own Facebook accounts, making the Facebook application very popular with the people of Muara Mensao village. Through Facebook, community members add friends in cyberspace and find old friends. This can increase communication, especially close friends and family and old friends, Facebook is very helpful for communicating and interacting in cyberspace so that it can strengthen brotherhood even though they are far apart and in different places. On Facebook, you can also vent emotions that cannot be released in the real world by creating a status on Facebook.

The researcher interviewed Sabil Ubadillah, a teenager from Muara Mensao village who said that:

"[I] am interested in using Facebook because it is easy for us to find new friends or establish friendship with my friends who are far away so that it can make it easier for me to expand my association".

The researcher interviewed Zakia Ramadani, a teenager from Muara Mensao village who said that:

"[I] often open Facebook whether I use it to communicate with friends or just to see the status of other people so that I feel entertained when I feel bored or when I am not working".

The researcher interviewed Dodi Saputra, a teenager from Muara Mensao village who said that:

"[I] play Facebook every day, especially on holidays and when I'm at home I don't have anything to do, I open Facebook. One of my interests in opening Facebook is that on Facebook there are also many people who sell good things and can also share information.

From the interviews above, the researcher concluded that teenagers in Muara Mensao village really like to play Facebook, because, from Facebook, teenagers can get rid of boredom when they don't have a job and fill the void so they don't feel lonely anymore, and Facebook can also be a medium for buying and selling. Facebook was then followed by the Youtube application.

The researcher interviewed a teenager Wulandari in the village of Muara Mensao who said that:

"[Y]outue I also often open, because Youtube itself can provide shows that can be entertaining or shows that can educate and I also often watch Korean dramas on Youtube depending on what kind of shows we want to watch, so Youtube including the apps I open frequently."

The researcher interviewed a teenager Zulkifli in the village of Muara Mensao who said that:

"[I] like Youtube because, we just type what we want to watch, then the shows we want will automatically come out and I think it's very good to be entertaining and can also fill our free time."

Easy access to Youtube makes teenagers interested in using it as a medium to fill their empty time every day, we just need to type what they want, the results will automatically appear on the gadget screen, making Youtube one of the applications that are widely used by teenagers and even adults. in the village of Muara Mensao.

Apart from Facebook and Youtube, the main youth interest is in online games. Based on research in the field, teenagers in Muara Mensao village are very fond of online games which actually have an effect on the lives of teenagers in Muara Mensao village.

The researcher interviewed the youth Padil of Muara Mensao village who said that:

"[I] really like playing online games as long as there is a good package and network, I play the Free Fire game, especially if we can win the game, there will be happiness in itself.

The researcher interviewed Dodi Saputra, a teenager from Muara Mensao village who said that:

"[G]ame Mobile Legends, Free Fire and PUBG I often play but I really prefer to play the Free Fire game whether I play alone or sometimes also play together with my friends, sometimes I also stay up late at night because I play games. this game. I think playing the game can make us happy, especially if we can win the game.

The interview above can be concluded that online games are in great demand by teenagers in Muara Mensao village, whether it's Mobile Legends, Free Fire, PUBG, this game is very entertaining and can also add friends for us from playing the game and of course, also fills the free time of teenagers daily. In addition, someone who has a smartphone will be easily influenced by online games. Where the time that should be used for work or rest but tends to



be used to play games on the device. And one of the bad effects is that teenagers often stay up late because they are too busy playing games on their devices.

Researchers saw between Facebook, Instagram, Youtube, Online Games, which are often visited by teenagers in Muara Mensao village, namely the Facebook application and Online Game.

Based on interviews and observations about Facebook, Instagram, Youtube, Online Games that the researchers did, it was found that the explanations given by the informants were in accordance with the reality in the field and the researchers had conducted several direct visits to their accounts.

### **C. The Impact of Smartphones on Village Youth**

The use of gadgets does not only come from among workers, but almost all groups, including teenagers, children, and toddlers, have used gadgets in their daily activities. Almost everyone who uses a smartphone spends a lot of their time in their daily life using a smartphone. Therefore, gadgets also have their own values and benefits for certain people, especially teenagers. However, there are also many negative impacts that arise in the use of gadgets for teenagers, children, and even toddlers. Although most of the people use gadgets for communication, work or business matters, looking for information, or just looking for entertainment.

The impact of this technological sophistication can be felt by all people, not only adults, rich people, entrepreneurs, or people who are experts in technology, but also teenagers, especially teenagers in Muara Mensao Village, who initially did not understand technology. For a teenager, this technological sophistication also has a very good impact by opening the internet which can be accessed through sophisticated devices. However, not a few of the teenagers who use gadgets to access things that are not important by teenagers in Muara Mensao village by abusing the sophistication of technology. This is in accordance with what researchers saw in the field where teenagers like to open sites that are not important.

### **1. Positive Impact on Teenagers Using Smartphones**

#### **a. Increase the insight and knowledge**

Knowledge is the basic capital of life, humans cannot live and develop without having knowledge. Knowledge is everything we know about a particular object. Technology is an extension of human hands to achieve its goals. Like in Muara Mensao Village, Gawai is very helpful for teenagers to dig up information from not knowing to know. Gadgets can broaden the horizons of teenagers.

The researcher interviewed Pijai, a teenager in Muara Mensao village who said that:  
“[G]awai really helped me in terms of knowledge from those who don't know to know, adding insight to adding friendships, of course. There are many things we can learn or we

know from the device itself. Just a small example of a place that initially we didn't know about the place after we saw people posting a place or area we became aware and vice versa with science."

From the interview above, the researcher can conclude that this device is a medium for knowledge and broadening horizons. With the device contained in it, there are many features that can make users add insight and knowledge, of course, it will have a positive impact on the users of the device itself, especially the youth of Muara Mensao village. So this device is really needed by teenagers, this is in accordance with what the researchers got in the field during interviews and observations.

#### b. Become a Communication Media

Communication can take place from anywhere, either directly or indirectly. For example by using a smartphone or cell phone. Currently, the gadget is the most widely used communication medium by the community. Along with advances in technological developments, gadgets have also developed which at first were only used to send and receive messages or make calls or receive incoming calls, now they are equipped with internet features and can work like computers, therefore they are considered as gadgets.

Gadgets or smartphones have become mandatory for everyone, today's society is indeed very enthusiastic about using gadgets as a tool for communication with others. There are many things we can do using gadgets, for example in communicating we can take advantage of applications found on devices such as LINE, Instagram, Facebook, and Twitter, or even we can communicate face to face with other people through Video Calls.

Device users prefer gadgets as a medium of communication, of course, to exchange ideas and share information. Because gadgets don't limit users in terms of distance, we can use gadgets in any part of the world. The researcher interviewed Mrs. Siti Fatimah, a community member of Muara Mensao village who said that:

"[S]now we are facilitated by having a telephone to communicate with people who are near or far, even though we can easily contact them. In the past, before the existence of gadgets, this was the way to communicate by letter, otherwise, we would come to the place directly. Now, all we have to do is take our cellphones and we'll just have to call.

The researcher's interview with Mr. A. Basir, a community member of Muara Mensao village who said that:

"[In] the days before the arrival of cellphones, we wanted to communicate, we had to send a letter first, and even then we had to go to Sarolangun to send it because the post office was only in Sarolangun if there wasn't one in the village, then sometimes sending a letter could take up to three days to arrive. depending on how far the person we send the letter. But since the entry of mobile phones into the village of Muara Mensao, it is easier for us to carry out our activities, especially to communicate with people who are close or even with people who are far away."

From the results of the interview above, the researcher can conclude that since the presence of gadgets in Muara Mensao village there have been many things that have been made easier, especially in terms of communication, we are increasingly spoiled by the presence of devices that make it easy to communicate with people close to them even with people who are far away. In the past, in Muara Mensao village if we wanted to communicate we had to send a letter to the post office and even then we had to wait three days for the letter to arrive, but now of course with a gadget, we don't have to wait a long time anymore we can directly contact him.

#### c. Easy to Find Job Vacancies

There are lots of sites that can provide a choice of information about available job vacancies either on Facebook, Instagram, or other media. The development of digital technology that is increasingly advanced on the one hand makes it easier for people to find work. The ability of digital technology does provide convenience for human life in working, with digital technology, work can be completed at home without having to go to the work location. This is a fact that cannot be avoided by humans.

The researcher interviewed Zulkifli, a teenager from Muara Mensao village who said that: "[I] used to migrate to Jakarta to work there, and I got information about the job by communicating with my friends who were there, I was offered a job so I went to Jakarta. That's when I started to think that the cellphone itself is very important and useful for our lives, especially when looking for work."

The interviews that researchers conducted made researchers believe that Gawai is also able to find job vacancies for those who require work or as a place to post job advertisements so that it is easier for other people to see and find let alone be seen by many people.

#### d. Internet as a Business Tool

The rapid development of the business world has resulted in increasingly fierce competition between companies in the promotion. To be able to live and develop a company should be able to make improvisations so that they penetrate the market. The use of gadgets as a means of business is increasingly becoming a trend, be it for small traders to large entrepreneurs. They use this not only to build a customer base but also to learn how to properly sell online.

We can find a variety of products ranging from T-Shirts, books, furniture, consulting services, and all businesses seem to be combined into one. So what Alvin Tofler, a trend-watcher predicts, seems to be increasingly becoming a reality that the third wave is the information age after the agricultural era (first wave) and industrialization era (second wave).

This statement is strengthened by the results of interviews that researchers conducted with youth padil in Muara Mensao Village who said that:

"[G]awai makes it easier for us to shop or sell our goods, I sell credit and internet quota sometimes I also offer it via gadgets to other friends, and I think that is very helpful because I don't have to open a shop for me to sell".

The researcher interviewed a teenager, Wulandari in the village of Muara Mensao who said that:

"[I]use social media on my device for business purposes, sometimes I sell or I am a buyer of things that other people sell. I sell credit by offering to other friends through the WA application, which certainly makes it easier for me to sell, and also I don't have to be tired to go out of the house or have to wait for buyers to come to my character. and I think that way is even better. "

#### e. Making Friends from Teenagers to Adults

The researcher interviewed a teenager, Wulandari in Muara Mensao Village who said that:

"[It] is very easy to find friends nowadays, especially on social media, we can add new friends or old friends we haven't seen in a long time and we just have to look for their account on Facebook or Instagram. And of course, the device makes it very easy for us with the applications on the device itself, it's just up to us to choose which one to use."

Based on the interview above, many positive impacts can be obtained from Gawai. If the user uses it positively, the results obtained will be positive. There are many benefits of Gawai for teenagers, especially teenagers in Muara Mensao Village. The positive impact of gadgets is that it adds insight and knowledge, becomes a medium of communication, is easy to find job vacancies, gadgets as a business medium, makes it easier to make friends, and is a learning tool. It's different before getting to know Gawai, you have to go directly to the library, such as assignments to the library to study and to answer assignments you get from school, after getting to know Gawai, you can't even go to the library to do it by opening a practical and sophisticated device as we know Gawai is a source of information. This is per what the researchers got in the field with observations and interviews in Muara Mensao Village.

## **2. Negative Impacts for Teenagers Using Smartphones**

The tendency to abuse gadgets will be seen in teenagers who can never be separated from their gadgets, especially smartphones or tablets. It is very common for us to meet teenagers who always carry a smartphone in their hands, even when studying. Because today's technology is very sophisticated, all information and things that smell like updates, even those that can reach the whole world can be accessed only through gadgets. Although gadgets have many benefits, there are not a few negative impacts caused by gadgets for teenagers today. Human life in development is influenced by things that come from within oneself, and factors that come from outside the person. Devices have a great influence on adolescent development.

Even though it has good content, if teenagers are allowed to play freely, excessive devices are not restricted and supervised in using them can have negative effects.

The following are the negative impacts that can be caused by playing Gawai that researchers found in Muara Mensao village, namely:

a. Gambling

Gambling is a deliberate bet that is risking a certain amount of money or property in a guessing game by chance, aiming to get a certain amount of money. In this day and age, many forms of games and demands, and skills are used as gambling tools. Gambling is one of the oldest games in the world, almost every country recognizes it as a game of chance. Gambling is also a social problem because the impact is very negative for the national interest, especially for the younger generation. After all, it causes young people to tend to be lazy at work and the funds flowing in this game are large enough so that the funds that could originally be used for development instead flow to gambling games. Gambling is also against religion, morals, and decency. Gambling games can also cause dependence and cause material and immaterial losses not only for the players but also for their families.

The researcher interviewed a teenager Dodi Saputra in Muara Mensao village who said that:

"[K]sometimes when we are bored playing games on the rankings we also play custom together in Mobile legends and whoever loses between the two of us sometimes buys a drink or pays with 5 thousand dollars, sometimes 10 thousand. In addition to winning money, we can also hone our skills so that our way of playing can be even better and that is certainly a pleasure for each of us."

The researcher interviewed Mustaqim, a teenager from Muara Mensao village who said that:

"[G]games are sometimes used as a place to hone our skills in playing games, namely by finding winners in the Mobile Legends game. With small bets with other friends, for example, sometimes who loses then he has to fill up the winner's motorbike."

From the interview above, the researcher can conclude that online games are also often used as a small gambling place for teenagers in the village of Muara Mensao with the bets they place and have been agreed upon by each of them. However, they do not realize that they are gambling which may in the future become a habit and enjoy the activity.

b. Pornographic Content

Today's youth cannot be separated from technology. Let's try to observe in everyday life. The people around us almost all have gadgets. In any form and any brand, we often observe that most are busy playing their gadgets, whether for any purpose, positive or negative. Of course, this symptom looks increasingly widespread in the adolescent segmentation. It seems that there are no teenagers today who do not have a smartphone. As if the gadget is a

mandatory item that they must have and they carry it wherever they go. Indeed, we do not necessarily deny that these devices have a positive impact, such as the ease in carrying out the communication process, easy access to new knowledge they need at that time, and can be accessed every day when they need it. Various negative behaviors arise in adolescents due to the use of technology that makes it easier for them to access the internet. These behaviors include sexual behavior.

"[S]arwono (2008), the tendency of sexual offenses committed by teenagers is increasing because of advanced technology (video cassettes, photocopies, satellites, VCDs, gadgets, internet, etc.) Teenagers who are in a period of curiosity, want to try and imitate what they see or hear from the mass media, especially because they generally have never fully understood sexual problems from their parents.

In the law on pornography number 44 of 2008 in chapter 1 article 1 what is meant by pornography are:

"[Material of sexuality made by humans in the form of pictures, sketches, illustrations, photos, writings, sounds, sounds, moving pictures, animations, cartoons, conversations, gestures or other forms of messages through various forms of communication media or instructions in public" containing obscenity or sexual exploitation that violates the norms of decency in the society."

The researcher interviewed the teenager Pijai in Muara Mensao village who said that:

"[There are] a lot of positive impacts from the device, but of course there are also many negative impacts from the device, one of which is the ease of accessing pornographic videos or prohibited images. As I found out when I saw other teenagers who were looking at pornographic pictures, then I told them they didn't see the pictures anymore."

The researcher interviewed Mustaqim, a teenager from Muara Mensao village who said that:

"Other teenagers I've seen open porn sites either when alone or I've seen them hanging out together, I don't know if they are intentionally looking at the content or just for fun."

The researcher interviewed a teenager Muhammad Agun in the village of Muara Mensao who said that:

"[In the past] I used to open a banned site on a cellphone, at first I was just curious to see this. Then I tried to search on my cellphone, and in the past, I've seen those videos with my other friends."

From the interview above, the researcher can conclude that there are some teenagers who open pornographic sites or forbidden pictures, either when they are alone or when they are hanging out with other friends on purpose or just for fun. the pornographic content. Apart from all that, of course, it is not good for the development of the behavior of the teenager if he is used to viewing pornographic content.

#### c. Number of Family Expenses

Access to open devices, Facebook, Youtube, Instagram, Google, and online games all affect the family's financial condition. The researcher interviewed Pijai, a teenager from Muara Mensao village who said that:

"[I] often top up the data packages that I use, about twice a week and once and every time I top up about 2 GB of Telkomsel packages, and the money I use to buy sometimes I ask my parents, sometimes I also collect pocket money to buy a data plan."

The researcher interviewed Yunus, a teenager's parent in Muara Mensao village who said that:

"[My] son now often asks for money because he says his pocket money keeps running out, at first I just believed it but over time I didn't believe the pocket money was not like it used to be. I tried to ask, but it turns out that the money is used to top up credit or internet quota from time to time to buy diamonds in the Mobile Legends game, he said."

From the interview above, the researcher can conclude that with the presence of gadgets in Muara Mensao village, family expenses have increased due to charging pulses or internet packages for gadgets, and occasionally teenagers fill in diamonds for purchases in the Mobile Legends game. And this is certainly one of the negative impacts of the gadget itself, which resulted in spending slightly more than before the existence of gadgets in Muara Mensao village.

#### d. Getting Addicted

Gadgets are indeed a tool that helps and makes it easier for us to carry out daily activities. There are many things that can be done through gadgets, from reading books, watching movies, browsing, doing financial transactions. Order food, play, and much more. However, many people do not realize that they have been affected by nomophobia syndrome, aka gadget addiction itself. The level of addiction varies from person to person, some are too severe, to those that are very severe. The effects of gadget addiction itself include: eye disorders, disrupt sleep patterns, stooped posture, interference with studies, lack of socializing.

The researcher interviewed Hasmiati, parents of teenagers in Muara Mensao village who said that:

"[My son] holds the cellphone every day, I'm sure the cellphone doesn't miss it, just anything, the cellphone sometimes gets irritated when he can't get off his cellphone, I often get angry when he's at home, there's nothing wrong with the cellphone, sometimes while eating he also plays HP. As a parent, of course, I feel anxious about what my own child is doing, I'm afraid that he will use it badly if while he is still using it to communicate with his friends I don't have a problem I'm just afraid of things that we don't know that become anxiety for me."

The researcher interviewed a teenager Zulkifli in the village of Muara Mensao who said that:

"[H]andphones now, in my opinion, have become an obligation to have them, because they can facilitate all activities, needs, or just looking for entertainment, all, in my opinion, are provided on mobile phones in which there are applications that can fulfill our needs. I myself can't get out of my cellphone because it has become a necessity."

From the interview above, researchers can conclude that teenagers in Muara Mensao village are addicted to the gadget itself, as evidenced by the results of interviews and observations that researchers conducted in the field that teenagers always play their gadgets, even when they are eating they also play gadgets. And according to them, gadgets are included as a necessity that they must have because in the device itself all needs can be searched and obtained easily.

#### **D. Parents' Actions on the Negative Impact of Gadgets**

The device has begun to be widely used by the people of Muara Mensao Village, more specifically the teenagers there since the establishment of the Telkomsel tower, which was started on the 12th month of 2016 and began to be active on February 1, 2017, until now almost all the people of Muara Mensao village have their own devices. . There have been many changes that have occurred since the gadget era began to enter the village of Muara Mensao, activities that used to be often carried out by teenagers before the existence of gadgets but now many have disappeared because teenagers are too busy playing their respective gadgets.

Activities such as youth associations, religious events that are often carried out by teenagers, sports activities every afternoon and at night, teenagers often gather, both for the purpose of gathering or just wanting to find an atmosphere outside the home, but these activities are slowly but surely almost teenagers don't do it anymore. There are only a few small associations left which researchers often find in the field conducted by teenagers in the village of Muara Mensao. The parents there are also aware that there are many negative impacts caused by playing the device itself, for example, the impact on eye health can be disrupted due to playing on their respective devices for too long.

Parents there often scold or reprimand their children so they don't spend too long playing with gadgets. There are so many negative effects of gadgets that are felt by parents there on the social behavior of teenagers in Muara Mensao village, impolite behavior is also found in teenagers who are realized by parents. Parents are also afraid that their children use the device wrongly, whether it is opening prohibited sites or watching pornographic videos that can damage the morale of teenagers due to using the device incorrectly.

The gadget is one of the developments in technological sophistication that has features such as displaying photos and images, playing videos or films, providing easy internet access, and several other features. Some of these facilities have the potential to be used by parents as a means or game in parenting. Gadget addiction causes teenagers to tend to be lazy to move



and not sensitive to the environment so that it can affect the level of adolescent aggressiveness, behavior patterns, and adolescent social psychology.

Currently, the device continues to experience very rapid development. Various forms of new media have emerged based on internet technology. In the device itself, there are many online media, where users can easily participate, share and create content and social networks online. The use of devices can be emphasized in learning that involves access to information. Gadgets contain a large collection of data and information related to various topics and ways of communicating through the facilities available.

The gadget is a necessity for its users. In our daily life, we really need it to facilitate all our daily activities, but apart from the positive impacts, of course, there are also many negative impacts from the device itself. So that not a few parents or the public are worried about the development of their children.

The researcher interviewed Asmawati's mother, parents of teenagers in Muara Mensao village who said that:

"[A]mother's son every time he gets home, he always holds his device, sits while playing on his device, sometimes even while eating, he's still playing with his device. Mother often reprimands her if she keeps playing on her gadget, but she's just anti that it will be repeated again. The mother is afraid that her health will be disturbed, even more, afraid that there are many negative things in the cellphone itself. For prevention, sometimes the mother takes the gadget."

The researcher interviewed Hasmiati, parents of teenagers in Muara Mensao village who said that:

"[I]I often scold my son when his job is just playing mobile phones, especially when at home, coming home from school, for example, and then going to his room to play cell phones, what he does, what he sees, sometimes playing games, Mom hears the sound of him playing games. until the noise comes out. Sometimes my mother also advises me not to keep playing my work cell phone, because it will be dangerous for her eyes."

The interview showed that teenagers play with their gadgets very often, even at work they always play with their gadgets. They cannot escape the gadget addiction that they have and it has a psychological impact and their health is also disrupted of course. As for the prevention efforts carried out by parents in Muara Mensao village, namely by taking teenagers' gadgets, scolding, and advising teenagers not to always play gadgets that can interfere with their health.

The researcher interviewed Yunus, a teenager's parents in Muara Mensao Village who said that:

"[My] children are different now, not like they used to be. In the past, where did he feel like waiting in his room all day he would have gone out to play with his friends, but now after having a smartphone I see my son plays his cellphone more often, even in his room I see his

work playing cellphones until he feels at home all day in the room and doesn't come out- go out. If I'm at home, I'll definitely scold my child if his job is just playing cellphones, sometimes I also threaten not to give pocket money if the work is only in the room and continue to play cellphones."

These changes are also felt by the surrounding community who see the behavior of the teenagers who are very inappropriate. The community is also aware of the negative impact of the gadget itself which can harm the future of the teenager and even the impact on the progress of the Muara Mensao village which does not have a worthy successor if the attitude of the youth is not commendable, there are many bad effects caused by the device, one of which is namely the rise of drug users in Muara Mensao village due to the ease of communication to find these illegal drugs. So that the moral and social behavior of adolescents has been destroyed due to a lack of control from the parents of the teenager himself or the surrounding community.

The researcher interviewed Mr. A. Basir, a community member in Muara Mensao village who said that:

"[Back] before the arrival of cellphones, we wanted to communicate, we had to send a letter first, and even then we had to go to Sarolangun to send it because the post office was only in Sarolangun, if the hamlet wasn't there, then sometimes it took three days to send a letter. depending on how far the person we send the letter. But since the entry of our cellphones, it is easier for us to do activities, especially to communicate with those who are far away or with people who are close to the place. As for the efforts that must be made, namely by teaching teenagers about the negative effects of playing cellphones, so that teenagers can fortify themselves."

The researcher interviewed Mrs. Siti Fatimah, a community member in Muara Mensao Village who said that:

"[There is] a lost community culture, in my opinion, since the entry of mobile phones into Muara Mensao Village, for example, in the past, if we wanted to stay in touch with people, we could directly come to their homes and chat directly. use a cellphone and that, in my opinion, is a bit less good for other friendships if the place is really far away. The effort that we have to make is that we as parents must always observe what teenagers are doing who are too free to play their cellphones, they are afraid that they will use their cellphones in a bad direction"

The interview above shows that since the entry of the device into Muara Mensao Village, we have made it easier with the device, there is no need to send a letter that can reach the recipient in three days or more since the device is available we only need to type in our device and can directly communicate with other people. people who live far from us. However, there is also a social impact from the entry of these gadgets, namely the loss of community culture which at that time before the existence of gadgets, if people wanted to communicate directly to their homes, of course, it was more effective. But now people always use their own gadgets,

so there is a culture that is missing in society, another thing if the area is far away, it's okay to use gadgets.

The researcher interviewed Mr. Idris as the Village Head in Muara Mensao Village who said that:

"[The] development of the times at this time is indeed very fast with the availability of all-purpose technology, and we are also facilitated in every activity we do every day. Everything we need, we just need to look for it on our cellphone, just type and then the results will automatically come out by itself so of course, it's very easy, apart from the negative impact of the cellphone itself, of course, there are, whether it's seeing pictures or videos that smell like porn, depending on the user, namely ourselves. As a parent, you can only monitor and direct good behavior, of course. We must often supervise our children so that they do not exceed the limit in using cellphones, if possible, teenagers should be limited in using these cellphones."

Based on the results of observations and interviews of researchers in the previous section, there is some unnatural behavior of teenagers due to gadgets, and this causes a sense of worry from parents. Efforts to overcome negative behavior from teenagers in Muara Mensao village carried out by parents are: instilling religious values, teaching discipline, giving advice, and verbal warnings.

### 1. Instilling Religious Values

Instilling the basics of faith, personality, commendable character, and worship habits according to the ability of teenagers so that it becomes a motivation for teenagers to behave is something that may be required to instill religious values according to what M. Idris as the village head of Muara Mensao said who said that:

"[Objection] and responsibility of parents towards their children is to educate and more specifically instill religious values in children as early as possible so that children will get used to it in the future. There is a program that is made directly by the youth organization of Muara Mensao Village, namely regular prayers for teenagers which are held every Sunday night and it can teach teenagers religious values, and if it is done regularly, teenagers will get used to it and regardless socialization was held about the proper and correct use of cell phones, so that society in general and more specifically teenagers do not use their gadgets at random."

The explanation from Mr. M. Idris is that the motivation and encouragement from parents of course need to be applied to their children and the teaching of religious values must be carried out as early as possible so that in the future these children can fortify themselves each from behaviors that can harm themselves. each of them.

### 2. Teach Discipline

Definitions of discipline are various, most of the definitions contained in the dictionary are exercises to form, correct, or complete a system of rules regarding behavior, or behavior according to embodied rules. Discipline is intended as the ability of an individual to respect and obey the law whether the discipline is caused from outside or voluntarily. Discipline also

means a person's ability to work or make something quite orderly, the ability to respect the rights of other individuals, the ability to practice good behavior and not interfere with the interests of others.

Mok Soon Sang argues that discipline is:

“[In] the context of society, discipline means rules agreed by experts to realize appropriate behavior to ensure the perfection of their life in that society. When at the school level too, discipline is a rule imposed on students to control their behavior through punishment or reward.

The researcher interviewed the village secretary of Muara Mensao M. Ali Nafiah who said that:

“[D]iscipline is very important, we have to be good at appreciating time. When I was little I was always taught by my parents to respect time, my mother always said that if we want to be successful and great we must be disciplined, so I always remember what my mother said and I apply it to my children of course. We should not waste time on things that are not important, let alone like spending our time playing on mobile phones. One of the ways we have to teach discipline to youth in Muara Mensao village in particular.”

The researcher's interview with Mr. A. Basir, a community member of Muara Mensao village who said that:

“[T]he discipline issue, parents have a very important role in teaching their children, such as when school is home, there is homework and parents must always remind their children to do it on time so that it can be finished. Especially after the existence of gadgets, children often delay their work because they are too busy playing with their cellphones, so the role of parents is very important to shape the character of teenagers”.

From the interview above, the researcher can conclude that discipline is very important. Teenagers must be taught to always value time so that they are always used to being on time and not wasting their time doing things that are not beneficial to themselves, let alone spending all day playing gadgets. So parental education is very important for adolescents for their future and has a very positive impact on the growth of adolescent social behavior.

Teenagers are the next generation of the nation, the successors of the struggle for the progress of a nation. Adolescence is a period of transition or movement from childhood to adulthood. In adolescence, there are many problems faced by them, one of which is the problem of discipline which refers to discipline in the use of time. The habit of not keeping time has become a culture like this is often called the rubber clock habit. A rubber clock is defined as a stretch of time beyond a predetermined time.

Teenagers as the nation's next-generation are also required to be disciplined, especially discipline in the use of time. Because one of the quality elements of human resources is discipline. The phenomena of indiscipline that occur in Indonesia among teenagers, especially

teenagers, start from being late for school or going home. This indicates that there is indeed a decline in discipline among adolescents, especially discipline in the use of time.

### 3. Provided Oral Advice and Warning

It is often found that young people in Muara Mensao Village, whatever their work, whether it's just sitting or sometimes riding a motorbike, they always play their gadgets. Of course, this is very dangerous for them if they are too focused on playing Gawai to forget that they are in a condition to ride a motorcycle which can cause an accident. So as parents or the community, when you see something like that, you must reprimand and advise the teenager so that unwanted things don't happen. In the past, often respected old teachers in Muara Mensao village gave knowledge to the people of Muara Mensao village, especially teenagers and children were given knowledge about religion, but over time the old teachers died and only a few remained. so that very few provide direction to the general public or the youth themselves so that there is a lack of knowledge obtained by these adolescents.

The word advice comes from the word "nash" which means smooth, pure, and clean. Thus the words of advice must be far from cheating or dirty motivation. While the notion of advice according to the term is a word that expresses a form of desire for goodness to a given object. In general, the meaning of advice is something related to good things. The advice can also be interpreted as a warning, instructions, teachings, lessons, suggestions that are good.

In tackling deviant behavior that exists around Muara Mensao Village, the third is the application of giving advice. The researcher's interview with Mr. M Ali Nafiah as the Village Secretary said that:

"[We] do it by giving warnings and of course with advice to the youth so that they understand and can understand the impact of the very large cellphone and hopefully they will accept the advice we convey."

## CONCLUSION

Based on the description above, it can be concluded that signals and devices have a large effect on the village, both positive and negative excess. The context of Muara Mensao Village shows that the social situation is changing rapidly. In the past, teenagers often socialized and gathered together with other teenagers, village youth sports, and active cooperation. But now this activity is rarely carried out because teenagers prefer to play on their gadgets and stay at home rather than having to leave the house to gather with other teenagers. The use of gadgets by Muara Mensao teenagers is done to access social media such as Facebook, Youtube, Instagram, to online games. Of these four sites, the most frequently used by teenagers in Muara Mensao Village are Facebook and Online Games using the Telkomsel network which can facilitate the use of gadgets in Muara Mensao Village. The use of these devices has both positive and negative impacts.

The efforts of parents and the community in Muara Mensao village in overcoming the negative behavior impact of using gadgets on teenagers are Parents and the community who care about limiting the use of gadgets, both in terms of time and content. Teenagers they think cannot manage time to use gadgets and they want their children not to spend hours on things that are not important so that it can harm their children. Parents who care about their children's development are disciplined in limiting the use of gadgets for their children, while parents are less concerned about the negative impact of this device. Meanwhile, the community's efforts in overcoming the negative behavior of the impact of using gadgets on adolescents. That is to give awareness to parents to worry about their teenage children. In addition, the people of Muara Mensao also make three efforts, namely: Instilling religious values, teaching discipline, being given health, and verbal warnings.

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