

Gadget Utilization as a Source of Learning Students of Grade XII SMA Panca Budi Medan

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ABSTRACT

Technological advances are now very rapid and increasingly sophisticated. Many of the technology that have been created make such a great change in human life in various fields. Likewise, the Gadget can be used as a learning resource for students of class XII SMA Panca Budi Medan. The purpose of this research is to know the monitoring of gadgets as a source of learning in grade XII SMA Panca Budi Medan, to know the constraints on Gadget use as a source of learning students in the class XII SMA Panca Budi Medan. The study was conducted at the class XII SMA Panca Budi Medan located at Jalan jendral Gatot Subroto Km. 4,5 Sub-district of Simpang Tanjung Sub-village of Medan Sunggal Medan Municipality of North Sumatera Province. This research uses a qualitative approach. Data acquisition can be through primary data sourced from teachers and principals, while secondary data from the students of class XII SMA Panca Budi Medan. Gadgets are one of the supporting tools and learning resources for students. Nowadays we often find the utilization of gadgets to be one of the technology that can help teachers, students in obtaining materials in teaching and learning poses. In order to obtain the proper use of gadgets in the school teachers must always supervise the participants in order not to be wrong in their use. The use of gadgets should also be something that can help students gain data, make it easier and help students in achieving achievements. The use of Gadget as a source of learning for class XII SMA Panca Budi Medan is used by students during the learning process after receiving instruction from teachers who teach subjects to find materials or issues related to learning topics from the teacher concerned, but when the teacher does not

instruct the student then Gadget can not be used freely.

Keywords: Gadget Utilization, Student Learning Resources, SMA Panca Budi Medan

INTRODUCTION

The development of the world with technological sophistication also gives changes to the education world. Teachers are required to race in following those changes whose goal is to ultimately result in a learning process that can go well. Students can also learn calmly so that the objectives expected in each learning material can be achieved.

In line with the national educational objectives established by the Government through the National Education System Act (UUSPN) Number 20 Year 2003 in article 3, the National education serves to develop the ability and shape the character and civilization of the nation dignified in order to educate the life of the nation, aims to grow the potential of learners to become human beings who believe and fear to God Almighty , noble, healthy, knowledgeable, proficient, creative, independent, and become a democratic and responsible citizen.

Gadgets are not just a communication tool, at this time it has become something of a need for learning and lifestyle. The goals in the learning that you want to achieve should pay attention to the supporting factors. One such factor is the availability of learning resources. Learning resources are components of

learning activities that allow individuals to acquire knowledge, abilities, attitudes, beliefs, emotions and feelings. Learning resources provide a learning experience and without a learning resource, it is impossible to do the learning process well. Briefly, the learning resources can be formulated as something that can be used to support and facilitate the learning process.

Gadgets with various applications can present a variety of social media, so it can be used by students as a learning resource. Gadgets should be used according to their needs so that students do not abuse. It is main to be researched how the Gadget is being a learning resource for students towards the class XII SMA Panca Budi Medan.

LITERATURE REVIEW

Gadget

Gadgets have many different definitions with each other, gadgets refer to a small device or instrument that has a specific practical purpose and function useful. In addition, nowadays Gadget is a medium (tool) used as a modern communication tool. Gadgets increasingly facilitate human communication activities, now more communication activities are progressively more advanced with the emerging gadgets. (Luei Tri Ediana & Anita Herawati, 2008). Gadgets are technological objects such as devices or tools that have certain functions and are often considered new things. Gadget is a very interesting mechanical tool, because it is always new so it raises new fun to its users.

Gadget is a mechanical tool that continues to experience the update (upgrade) In addition to help facilitate human activities Gadget also become the lifestyle of modern society. One Gadget that almost everyone has and always brought to everyday life is handphone. Clement mentioned that Handphone is one of the most capable gadgets found and widely accepted by various countries around the world. In addition to making and receiving calls, mobile serves to send and receive

short messages (Short message Service). (Clement Agusli, 2008)

The presence of gadgets that were originally shown for business interests, slowly began to shift towards lifestyle. It proved with the cultivation of entertainment features such as playing multimedia files (audio/video), Internet, Facebook, WhatsApp and line. In addition to functioning as a personal communication tool, gadgets also potentially as an effective means of business. According to Rina Fiati in mobile phone access books, mobile phones vary widely depending on the model, which along with the development of technology has functions such as: information storage, creation of job listings or work planning, calculation tool (Calculator), sending or receiving email, games (games), integration of other equipment such as PDA, MP3, Chatingan Internet Browsing and Video. (Rina Fiati in Afif Fatimatuz Zahro, 2015)

Regarding the applications that are on gadgets one of the media entertainment on gadgets or mobile phones are already using sophisticated technology today. It has been made a further development called MP3. The sound around this will essentially give the illusion of sound to his listeners as if being in a certain environment besides the latest technology on gadgets is watching television through the screen of the phone. (Ina Astari Utami Ningsih, 2006)

There are various goals of someone using gadgets. Among them as a means to facilitate remote communication with other people, whether between cities and foreigners, as well as media information. (Warsita in Afif Fatimatuz Zahro, 2015) Gadgets are able to shorten the remote space distance, so as to communicate with each other at the same time. Gadgets help communication between individuals and even between groups with various service facilities provided by telecommunication services. Gadget existence has now defeated the cable telephone. Mobile technology is constantly evolving and will never stop at one point. Technology is closely related to

the design and quality of a product so that people will not be saturated with increasingly sophisticated technologies. Also, the purpose of the Gadget is to improve the quality of learning, effectiveness, and efficiency.

The benefits of using the Gadget's intensity include: creating a more informed society that can make human response to events, increasing multi-tasks, cheaper prices, and enlarging specialization in work. (Alo Liliweri, 2011) With the new technology that is more sophisticated as of now, humans can utilize the time and place of the seefesien possible in running its activities.

According to Santoso also stated that the number of non-technical advantages that can be denied from the ease of use, social status statement, fast access, to the cost savings of SMS replacement and Chattingan. However, it is all relative, depending on the subjective assessment of each user. As students at school are vacant or resting hours, they can take advantage of the features to review the memory. Students must be good at self-investigation, intelligently utilize various opportunities in the midst of "busy" to learn.

In addition to having a positive influence, media information technology also has a negative impact among them: air pollution, tecnisism fever makes our lives incomplete so that users dependence on gadgets that can lead to lazy nature, new forms of entertainment such as Internet, BBM, Facebook, whatsApp, line, increased chances of some diseases, among them eating (overweight), and also in health can damage , social separation. (Alo Liliweri, 2011)

Ease in interacting using the Gadget makes one not have to come face to face with other people, but simply by telephone so that more often separates themselves from the mingle with others. Seeing the reality of teenagers today in using the Gadget makes parents worried. From the explanation Badwilan divides the two sections on the impact of the use of gadgets:

first, the psychological aspect of the number of messages through SMS that contain racist invitations can affect the condition of the psychology of a person, for example there is a circulation of text messages, images, or videos that are easy access to the message of the messages through mobile gadgets bring negative impact especially for Secondly, the social aspect is the action of someone who lets his or her Gadget stay active or alive so that it emits a loud sound. This obviously disrupts the concentration as well as surprising the people around him such as when the business meeting, in the hospital, in place of city and others, besides the use of gadgets as a direct communication media (face-to-face) is often a misunderstanding in the usage of messages through communication indirectly.

Learning Resources

According to Dageng, learning resources are everything that tangible objects and people who can support the learning so that it includes all the resources that can be utilized by the teaching personnel in order to conduct the learning behaviour. According to Januszewski and Molenda, learning resources are all sources including messages, people, materials, tools, techniques and settings that learners can use either individually or in a joint form to facilitate learning activities and improve learning performance. According to Seels and Richey, learning resources are all supporting resources for learning activities, including support systems and materials and learning environment (Supriadi, 2015). Based on the above we can conclude that the learning Resource is a source of support for students or educators to facilitate teaching and learning activities. This Learning resource can be a tool/item or a person.

In this paper, using the classification of the learning Source is a tool, namely gadgets. Where tools are a tool that is often called hardware. In connection with this tool is used to extract messages stored in materials. Tools are also physical objects

that are often referred to as hardware, which serves to present learning materials. The learning resources, such as computer, OHP, camera, Radio, television, film frame, tape recorder, and VCD/DVD.

There are currently several educational gadgets created that aim to facilitate and accelerate the learning process. Use of gadgets in classrooms, such as laptops, OHPs, laser pointers, interactive whiteboards, Smart Boards, other digital electronic devices encouraging and motivating to create interactive lessons

Gadgets are related to ICT-based learning media, so it is usually connected to the Internet. Lecturers can utilize gadgets as a learning resource for students, like the use of laptops and the Internet to search for additional learning materials, and to make it easier to accomplish tasks. In addition, the use of mobile phone camera.

Camera can be used for students to photograph slides or writings displayed by lecturers, so that students can follow the learning process easily and smoothly. Mobile can also be useful as a voice or video recording tool, so that students can record lecturers while teaching as a student study archive. Lack of material in the book can be a supporter of students in utilizing gadgets as a learning resource.

Gadget has become a source of learning for students especially for students, with the Gadget students do not have to struggle to the library looking for reference enough with the fingers of everything that is in search is easy to get in. Almost all about the lessons are all available in the Gadget

There are three classifications of Gadget usage in learning. A) The use of gadgets may be in addition to learning, i.e. if students are looking for additional information other than information. b) Use of gadgets as supporting in learning activities, which is easier to do tasks. c) Use of gadgets as an alternative supporting learning.

The sharing of learning resources includes: (1) The source of print learning: books, magazines, encyclopedias,

brochures, newspapers, posters, floor plans, etc.; (2) Non-printing learning resources: FIM, slides, videos, models, dolls, cassette audio, etc.; (3) Learning resources in the form of facilities: Auditorium, library, study room, individual study table (Carrel), Studio (spiritual, A, 1997)

Meanwhile according to Widodo learning resources are divided into 6 types, namely: (a) The source of print learning, covering books, dictionaries, encyclopedias, Atlas, LKS, newspapers, and others; (b) equipment, including IPA KITS, toys, torso models, a We ta N, a ku a ri um, da n min he tu r; (c) Al am, is all the objects and phenomena that exist in nature such as mountains, rivers, lakes, forests, paddy fields, seas, school yard, football fields, day, night, animals and plants; (d) Electronic, such as computer, Internet, VCD; (e) Center for SCIENCE and Technology studies, such as colleges, LIPI, BATAN, museums, botanical gardens, zoos, science demonstration centers, and research centers; and (f) speakers, are people who have certain skills, such as doctors, scientists, architects, mechanical experts, livestock experts, electrical experts, craftsmen, and farmers. (Widodo, A, 2008)

METHODS

Methodology

This type of research is case study. This type of case study approach is a type of approach used to investigate and understand an incident or problem that has occurred by collecting various kinds of information that is then processed to get a solution for the problem that is revealed to be resolved. Research is conducted in class XII SMA Panca Budi Medan is located at Jalan Jendral Gatot Subroto Km. 4.5 Village of Simpang Tanjung Sub-district of Medan Sunggal Medan, North Sumatera province. The data used in this study are secondary data. The research Data collected is sourced from the principals, teachers, students of class XII SMA Panca Budi Medan. The data collection techniques used in the study are

by conducting observations, interviews and documentation.

RESULT AND DISCUSSION

Gadgets are one of the learning resources used to facilitate the learning process, as well as that has been done in the class XII SMA Panca Budi Medan. The use of gadgets has become the usual thing and even each teacher advises students to use the Gadget on the classroom, which is certainly in the implementation after students acquire Instructions from the teacher.

The use of gadgets on students in the classroom is done simultaneously with other students, in the Gadget has a variety of tools that can be used as a source of learning and there are materials that are relevant to the material that will be discussed in the meeting of learning.

The use of media learning in the form of gadgets in school environment grade XII, SMA Panca Budi Medan is considered very important to remember some considerations both positive and negative. In the positive impact the user of the gadget in learning is to make it easier for students to get information quickly and simply. Gadgets are also regarded as "friends" nowadays for the community especially children in the school environment, so that if the Gadget is involved in learning, it is expected to motivate students in obtaining teaching materials and learning becomes more enjoyable.

Not only is the positive impact on the gadget, the negative impact of the use of gadget media is also worth noting. The use of excessive time in the use of gadgets, can make students reluctant to learn with the book and is not uncommon use of its use. For example, a gadget that should be used for learning, instead tends to be used to play games.

In conducting learning activities, teachers always supervise the use and use of gadgets on the students, so as not to happen unwanted things such as: Open the images

of porn, games and use gadgets wisely. Learning that uses sources from gadgets so far has not experienced any obstacles due to: the Signal found in schools is very strong, because of how in urban areas, and gadgets used by relative students have upgrades.

CONCLUSION

Learning is done in school based technology, especially using gadgets. Gadgets are needed for the means of communication to everything, but the supervision and guidance of teachers on the students should always be done, because if the teacher is too much freedom to use gadgets at the time of learning, the students can be lost and could have an impact on Gadget abuse.

The use of gadgets in high school students of grade XII SMA Panca Budi Medan is utilized by teachers and students in the learning process in schools, the use of this media is carried out according to instruction from the teacher as a stakeholder, and so far have problems.

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