



Rural Teenagers Reorientation Toward Technology in Gresik, East Java

Muhammad Ilyas Marzuqi^(✉), Ali Imron, and Moch Anan Charismadeyanto

Universitas Negeri Surabaya, Surabaya, Indonesia
muhammadmarzuqi@unesa.ac.id

Abstract. Nowadays, the use of internet and technology is getting more massive. Kominfo and APJII in 2010 found that there were 40 million of the internet user in Indonesia and 64% of them were adolescence. Early adolescence is characterized by emotional instability and weak self-regulation and control. This condition is a worrying symptom for the family because adolescence dependence on technology results in adolescence being less concerned about family matters. This research was conducted to describe the orientation of rural adolescence to technology. This research used qualitative method and the data were collected in Delegan, Panceng, Gresik. This research used adolescences as subjects of the research who were dependent from technology, parents, and other figures. The subjects were chosen purposively. This research used the primer data that were collected from observation and depth-interview. The seconder data were collected from literature study. For the data analysis, this research used interactive technic from Miles and Huberman. The rural adolescence reorientation to the technology was caused by the influence of friends and the situation of learning online due the Covid-19 pandemic. The using of gadget for adolescences while the lack of parents' supervision could lead them to the negative effects. One of the effects was the gadget addictive. It could be stated that rural adolescences reorientation to technology can also cause the dysfunction of family. Consequently, parents' supervision is needed to watch adolescences behavior in using their gadget and parents' love and care can be a solution in changing their behavior.

Keywords: Reorientation · Teenagers · Family · Technology

1 Introduction

In the digital era like today, humans are required to be more active in daily life, followed by lifestyle changes that cannot be separated from information. One of the means to update information and the times is the internet. The use of the internet today is increasingly massive. The findings of the Ministry of Communication and Information of the Republic of Indonesia and the Association of Indonesian Internet Service Providers (APJII) in 2010, the total internet users in Indonesia exceeded 40 million users. Of that figure, 64% are teenagers. This means that the internet currently plays an important role for Indonesia's future generations [1].

According to research data from UNICEF, the Ministry of Communication and Informatics, and Harvard University, it shows that 98% of Indonesian children and teenagers claim to know about the internet, and 79.5% of them are internet users [2]. The phenomenon that occurs in teenagers today is that teenagers are busy with cellphones to update their status or make comments. Teenagers are willing to spend their time playing the internet and choose not to play with their friends. Humans are only considered as objects, no longer humans as they should meet [3].

Teenagers model identity through social media profiles, as well as expose themselves to peer review which facilitates identity formation, social reality, and status negotiation [4, 5]. However, teenagers are a vulnerable population in terms of online media use [6]. During early adolescence, the teenagers emotional state is characterized by fewer positive things and emotional instability [7]. In addition, vulnerability to perceived self-image and peer comparison can lead to low self-esteem and potentially the development of eating disorders, depression, and obesity [8]. Teenagers tend to develop maladaptive behaviors, potentially leading to addiction or other disorders [9].

The study [10] showed that the level of smartphone dependence was significantly related to the social interaction of teenagers in Yogyakarta. Another study by Mahendra [11], where social media Instagram constructs the social existence of teenagers if they get good recognition from other people or the surrounding environment. The negative impact of social media addiction was revealed by Natalia [12], where teenagers sometimes miss the proper use. This research is important to see the impact of technology reorientation on rural youth. This study aims to describe the reorientation of rural youth to technology.

2 Methods

This study uses a qualitative approach by taking a location in Delegan, Panceng, Gresik. This location was chosen because it is the locus of the Pilot Quality Family Village which is currently developing youth resilience programs. The subjects of this study were teenagers who were addicted to the internet, their parents from the teens, and community leaders who were selected purposively. Data were collected through observation, in-depth interviews, and literature study. The data were then analyzed using the Miles and Huberman interactive model.

3 Results and Discussions

At the beginning, teenagers in Delegan Village were familiar with gadgets, starting from their peers who played games through gadgets, their mothers felt sorry for their children and gave gadgets. There are also parent informants who buy gadgets so that their children want to be circumcised. The motivation to buy their child a gadget is in addition to learning online and so that their child is not outdated because now everything is digital through social media. This is in line with research [13] that the motives of parents giving their children gadgets include obeying their children's wishes, keeping up with the times, as social status, so that their children are more often at home, starting with gifts, as playing tools, introducing gadgets to children. The factor of teenagers using gadgets comes from within themselves and the family environment. First, internal factors, where teenagers

demand because they feel they need it, even forcing them to join the association. Second, external factors, namely adolescence is a period of searching for identity, where along with the development of the era of technology is growing rapidly.

The use of gadgets for teenagers has both positive and negative impacts. The positive impact received by teenagers, namely increasing knowledge about information from the outside world, besides being able to be used as buying and selling transactions online. However, the negative impact caused is extraordinary. More attention to gadgets has resulted in teenage informants who do not want to go to school, forget time, are often alone in their rooms, remain silent when spoken to, rarely participate in community activities, rarely leave the house. The results of this study are essentially in line with what was stated by Syahudin [14] that the negative impact of using gadgets experienced by students is in the form of lazy activities, physical exhaustion, addiction that results in spending money to buy credit, reduced learning concentration and other forms of delinquency. In addition, teenagers also often say harsh words when playing games, become temperamental, when family gatherings are busy with gadgets, often stay up late, are anti-social, often delay work, get into fights with friends because of physically insulting remarks on social media, until stigma appears. negative aspects of society (experiencing mental disorders).

Supervision given by parents is very less so that it makes their children addicted to playing gadgets. This condition is caused because his mother usually works because his father works as a migrant worker in Malaysia. There is also a father who died or during his time as a migrant worker, his father had never provided a living for the family. Parents actually often check the contents of their children's gadgets to pay attention to what activities are being carried out on social media. Parents also often accompany their children in the online learning process and doing assignments. The attitude that needs to be shown is to accompany children when playing gadgets and parents must be able to operate them [15]. However, there are parents who do not give their children time to play gadgets. On the other hand, parents often remind their children by giving advice because they have been playing gadgets for too long so they forget the time.

As parents, having the responsibility to supervise children in using gadgets is very important so that it does not interfere with the learning process and the process of socializing the environment [16]. The role of parents is very influential on individual children who play gadgets where there is a significant relationship between parental supervision of children on the impact of gadget users, good parental supervision has a positive impact and poor parental supervision has a negative impact [16, 17]. Even though sometimes their children are engrossed and too focused on playing gadgets, parents never hit or be rude to their children.

Gadgets cannot change the behavior of teenagers for the better, but everything can be changed when teenagers can regulate the use of gadgets, so the role of parents is very much needed to monitor the behavior of teenagers towards the use of gadgets. Parents also need to provide some clear rules to children and can be mutually agreed on the use of gadgets so that they can be maximally useful [18]. To overcome gadget addiction, there were parent informants who had asked for help from smart people (shamans) and psychologists. After the psychologist began there were changes, such as less playing gadgets, wanting to go to school and wanting to interact with their peers. Supervision

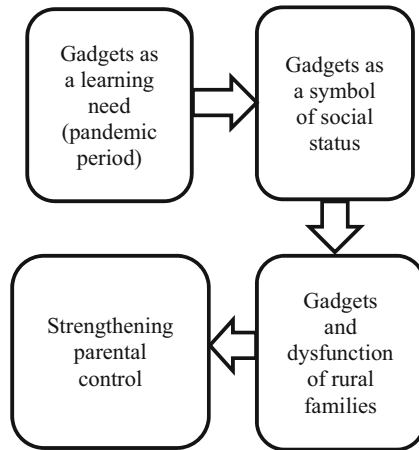


Fig. 1. Rural Youth Reorientation to Technology

carried out by parents is in the form of checking gadgets and often listening to their children's complaints. The flow of youth technology reorientation in Delegan Village, Gresik, is described in Fig. 1.

Gadget addiction that occurs in teenagers must be taken seriously. Parental education and supervision should be maximized. The condition of teenagers is very wide with a deviant culture. Lack of supervision from parents and teenagers are too pampered by meeting the desired needs resulting in conditions that are not good for teenagers independence. Fulfilling the love of both parents is one of the main solutions in bringing about changes to the current condition of their children. The role of parents in this matter must be emphasized, little by little children start to do new habits and leave old negative habits. The role of parents is very important starting from mentoring, supervision to limiting the use of gadgets. In addition, the role of the youth community through PIK-R is a program that empowers teenagers.

4 Conclusion

The rural teenagers reorientation towards technology started because of the influence of their peers, especially the demands for online learning due to the pandemic. The use of gadgets for teenagers has more negative impacts, including does not want to go to school, over spending time, being alone in the room, being temperamental, often staying up late, being anti-social, often delaying work, and being involved in disputes with friends. The emergence of negative stigma from society and also the lack of control given by parents so that it makes their children addicted to playing gadgets.

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